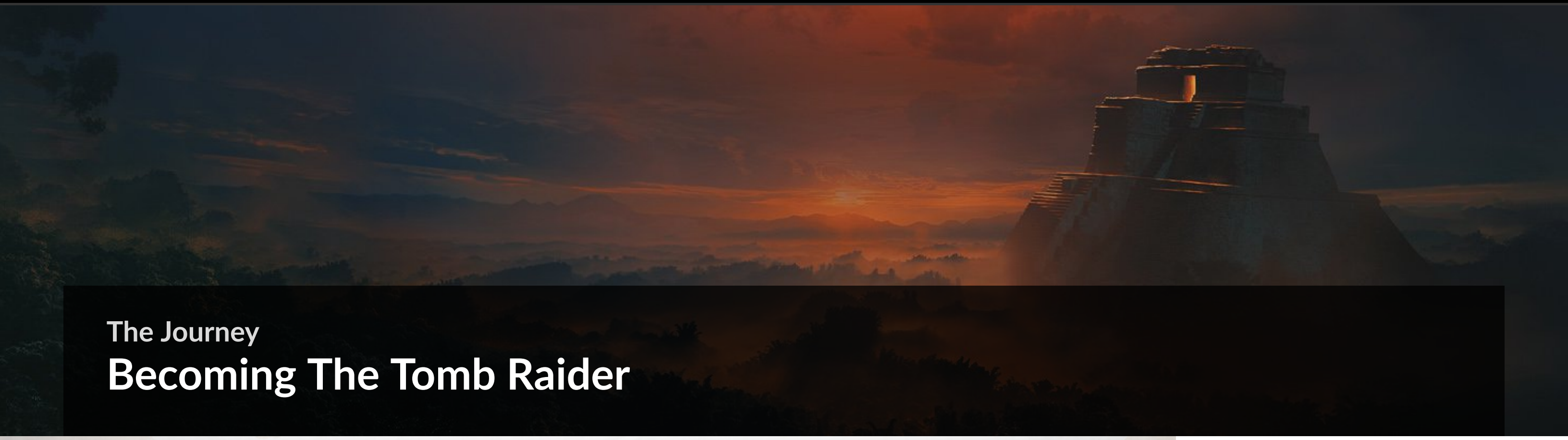


The Journey

Becoming The Tomb Raider

Having survived the ruthless inhabitants on the island of Yamatai and thwarted the Order of Trinity's attempt to obtain the Divine Source, Lara Croft has proven herself to be a true survivor and is on the verge of becoming the Tomb Raider she's destined to be. Her journey continues in the final game of the trilogy,Shadow of the Tomb Raider. Lara is once again joined by her friend Jonah as they follow her father's notes to a Maya temple in Cozumel, Mexico. This guide provides everything you need to survive the perilous Peruvian Jungle as you follow the vague clues discovered at the temple.

Our walkthrough is split up by region and chock-full of valuable information. Each region begins with a summary that displays everything you'll find in the area. Locations of collectibles, challenges, tombs, crypts, and side missions are plotted on the region map. Check out coverage of side missions, challenge tombs, and crypts after the story walkthrough for each region. We provide locations for every Artifact, either at the end of the region or within the story walkthrough. Turn to the Skills and Inventory chapters for complete coverage of Skills, weapons, outfits, equipment, and more.

Difficulty Levels

CHOOSING A DIFFICULTY

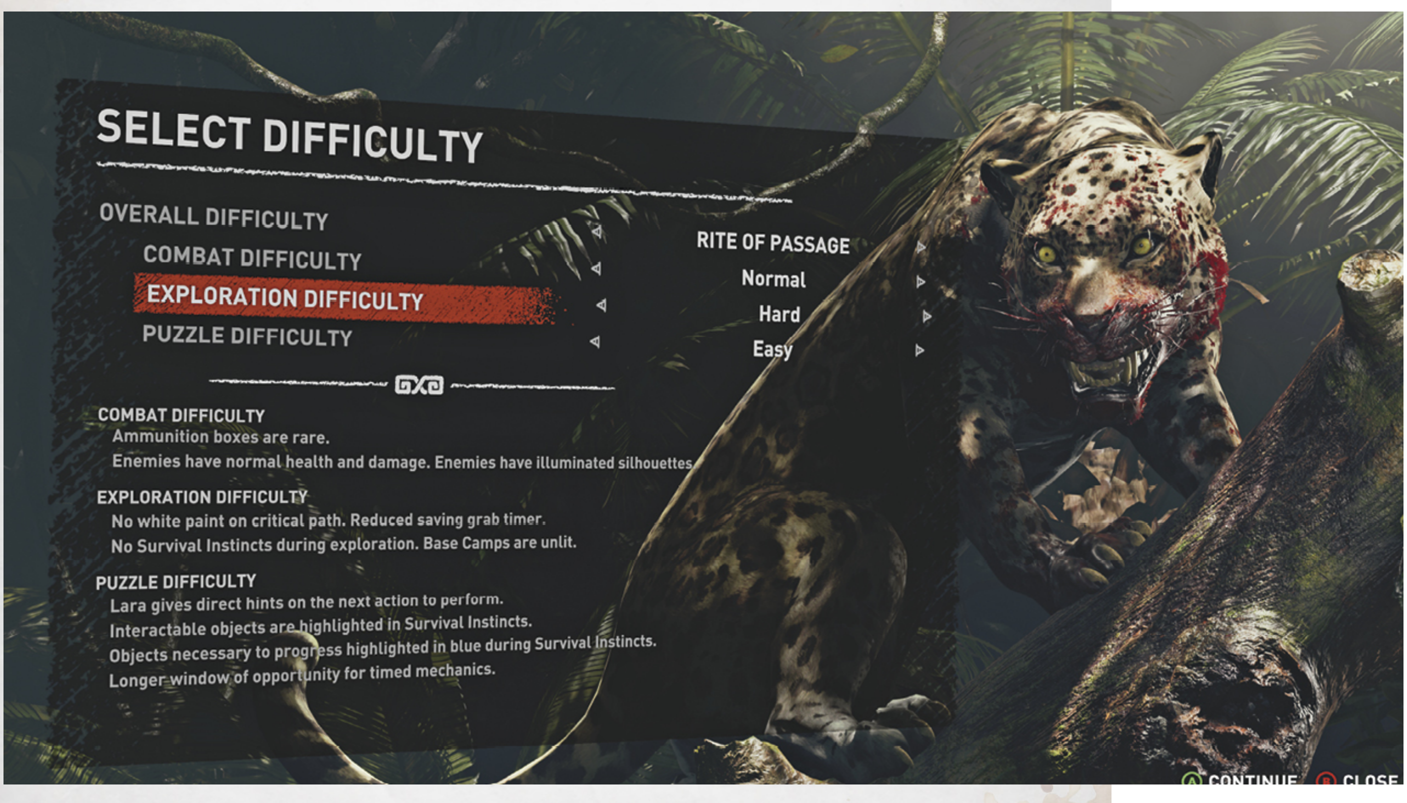
Shadow of the Tomb Raider offers four difficulties when beginning a new game.

- **Smart and Resourceful (Easy):** Provides the simplest gameplay, with aim assist enabled, weaker enemies, and plenty of hints.

- **Rite of Passage (Normal):** The default difficulty, with fewer hints, stronger enemies, and no aim assist. Base Camps are unlit, making them tougher to see from a distance.

- **One with the Jungle (Hard):** Ramps up the difficulty by removing health regeneration in combat, and hints for traversal and puzzles. Tougher enemies have an easier time locating Lara. Survival Instincts is disabled, making the game extremely tough for those who haven't completed it.

- **Deadly Obsession (Very Hard):** Really tests a player's skills. Better-armed and -armored enemies have increased health and damage, requiring more thought and skill in combat. In addition, you must return to a Base Camp to save your game. Each Base Camp requires hardwood to activate.



SELECT DIFFICULTY

OVERALL DIFFICULTY — RITE OF PASSAGE

COMBAT DIFFICULTY — Normal

EXPLORATION DIFFICULTY — Hard

PUZZLE DIFFICULTY — Easy

COMBAT DIFFICULTY
Ammunition boxes are rare.
Enemies have normal health and damage. Enemies have illuminated silhouettes.

EXPLORATION DIFFICULTY
No white paint on critical path. Reduced saving grab timer.
No Survival Instincts during exploration. Base Camps are unlit.

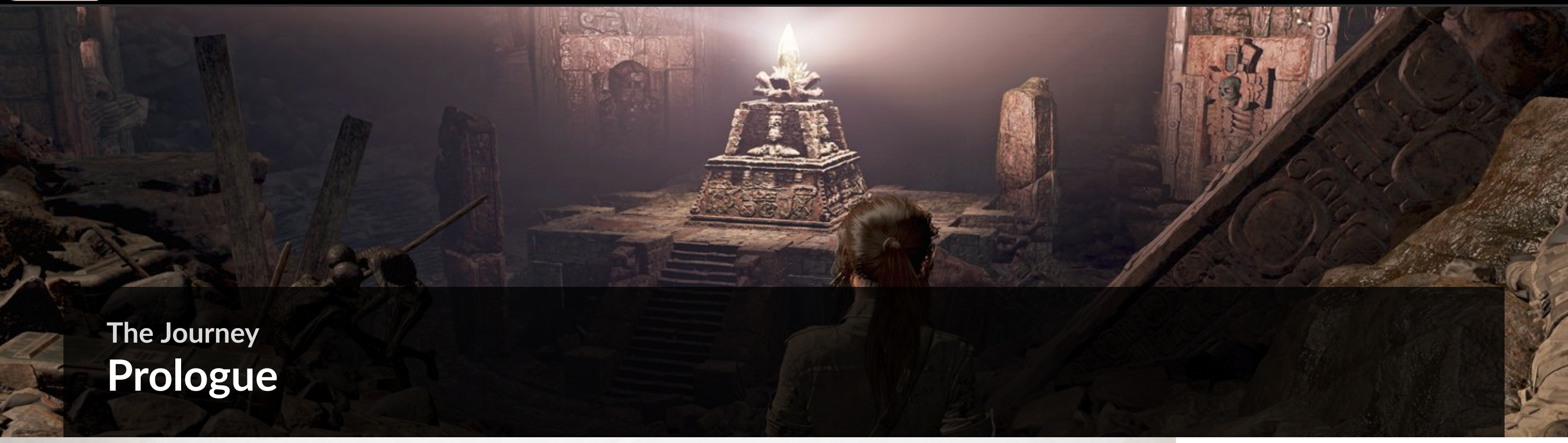
PUZZLE DIFFICULTY
Lara gives direct hints on the next action to perform.
Interactable objects are highlighted in Survival Instincts.
Objects necessary to progress highlighted in blue during Survival Instincts.
Longer window of opportunity for timed mechanics.

For three of the difficulties, settings can be changed for Combat, Exploration, and Puzzle separately before you start a new game, and in the in-game Options menu.

Deadly Obsession can only be selected when beginning a new game, and it's all-or-nothing; you can't mix it with other difficulties.

The overall difficulty is decided by averaging the selected individual settings. For example, if Combat and Exploration are set to Hard and Puzzle is on Normal, you end up with One with the Jungle. If Combat is Easy, Exploration is Normal, and Puzzle is Hard, the overall setting is Rite of Passage.

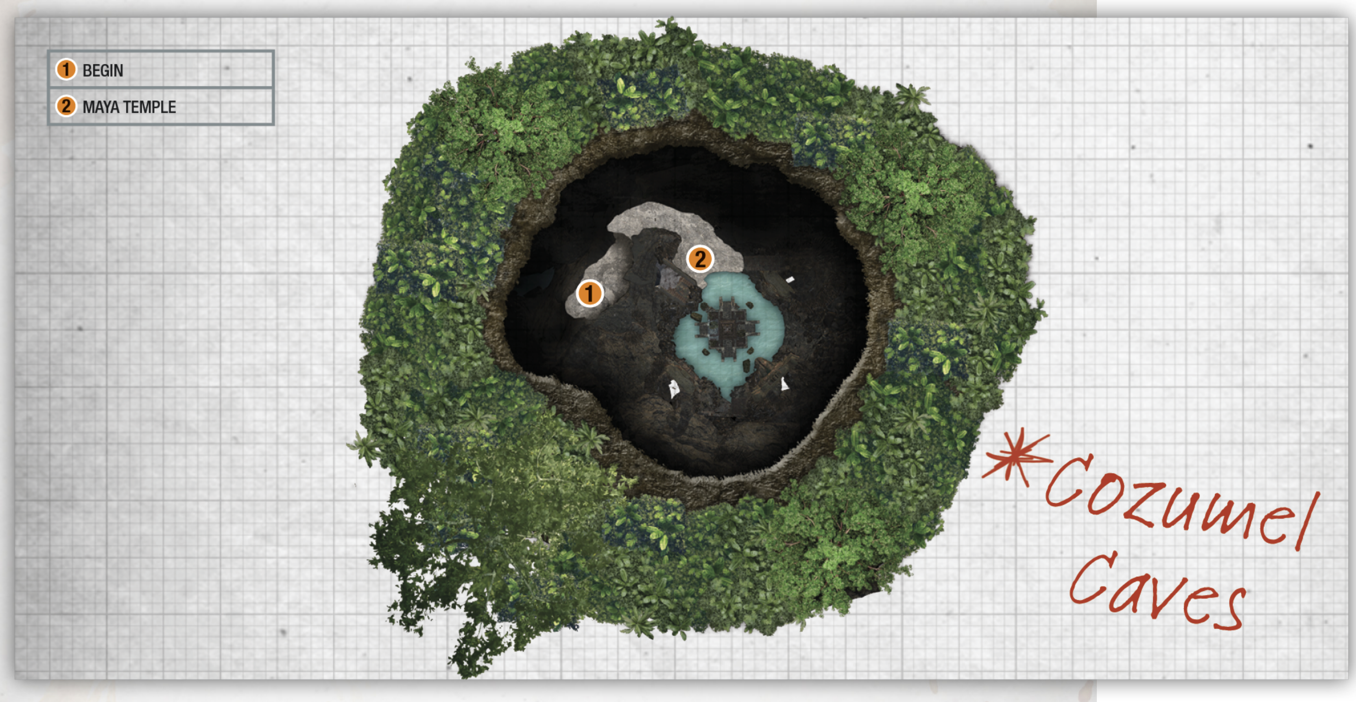
DIFFICULTY	COMBAT	EXPLORATION	PUZZLE
EASY	- Aim assist enabled. - Ammunition boxes are plentiful. - Enemies have lower health and do less damage. - Enemies have illuminated silhouettes.	- Obvious white paint on critical path. - Longer saving grab timer. - Base Camps are lit.	- Lara gives direct hints on next action to perform. - Interactable objects are highlighted in Survival Instincts. - Objects necessary to progress highlighted in blue during Survival Instincts. - Longer window of opportunity for timed mechanics.
NORMAL	- Aim assist disabled. - No ammunition boxes. - Enemies have normal health and damage. - Enemies have illuminated silhouettes.	- Discreet white paint on critical path. - Normal saving grab timer. - Base Camps are unlit.	- Lara gives general hints on the next action to perform. - Interactable objects are highlighted in Survival Instincts. - Normal window of opportunity for timed mechanics.
HARD	- Aim assist disabled. - No health regeneration in combat. - No ammunition boxes. - No hit marker on reticle. - Enemies have increased health and do more damage. - Enemies locate Lara more quickly. - Enemies are not highlighted in Survival Instincts.	- No white paint on critical path. - Reduced saving grab timer. - No Survival Instincts during exploration. - Base Camps are unlit.	- No hints given by Lara. - No Survival Instincts. - Shorter window of opportunity for timed mechanics.
VERY HARD	- Aim assist disabled. - No health regeneration in combat. - No ammunition boxes. - No hit marker on reticle. - Enemies have increased health and do more damage. - Enemies locate Lara more quickly. - Enemies are not highlighted in Survival Instincts.	- No white paint on critical path. - Reduced saving grab timer. - No Survival Instincts during exploration. - Base Camps are unlit and require resources to light. - Game only saves at Base Camps	- No hints given by Lara. - No Survival Instincts. - Shorter window of opportunity for timed mechanics.



The Journey

Prologue

LOCATION: COZUMEL CAVES



REGION SUMMARY

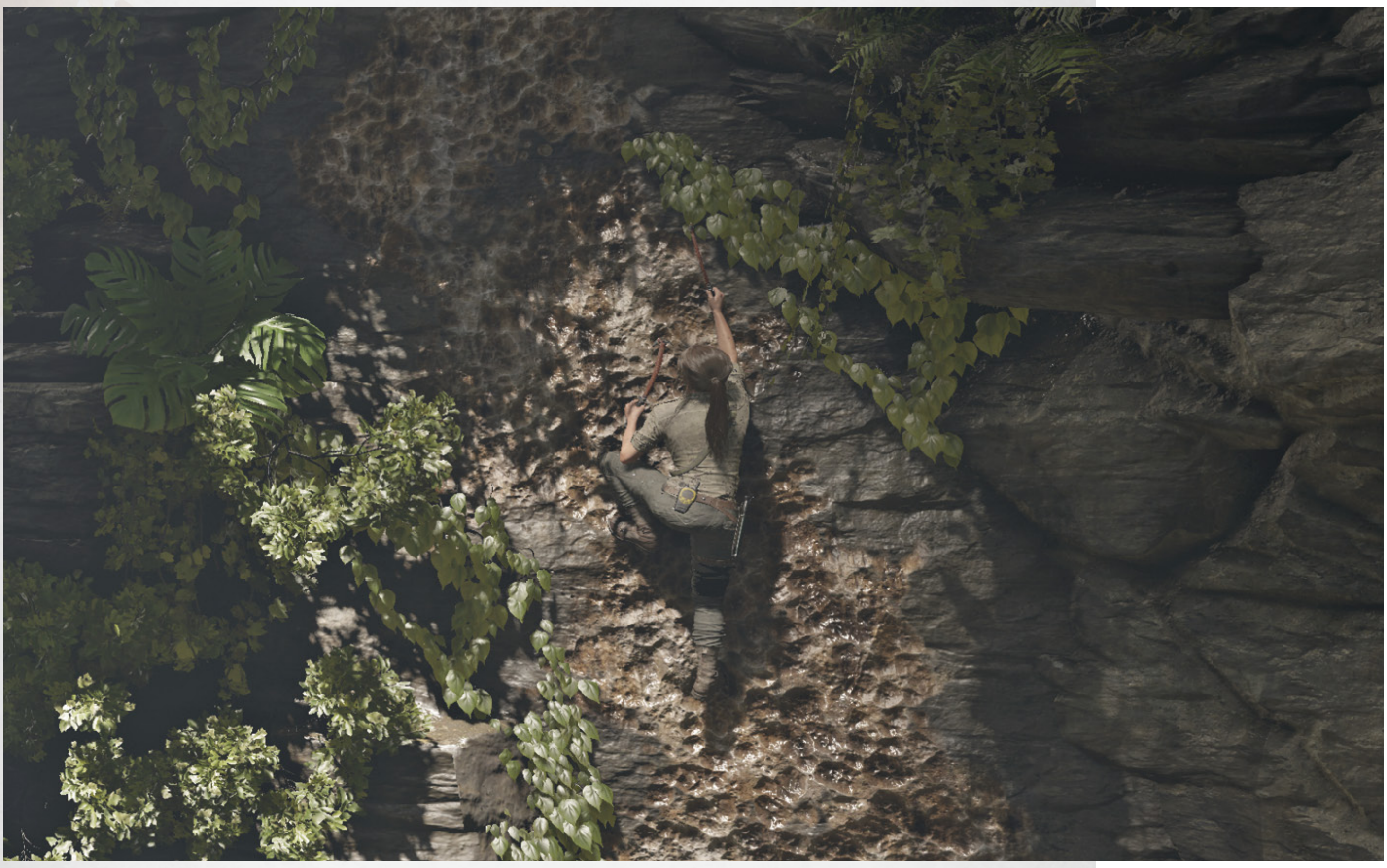
BASE CAMP	CHALLENGE TOMB	Mission GIver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
0	0	0	0	0	0	0	0	0	0	0

MAIN STORY OBJECTIVES

- Find the Maya Ruins

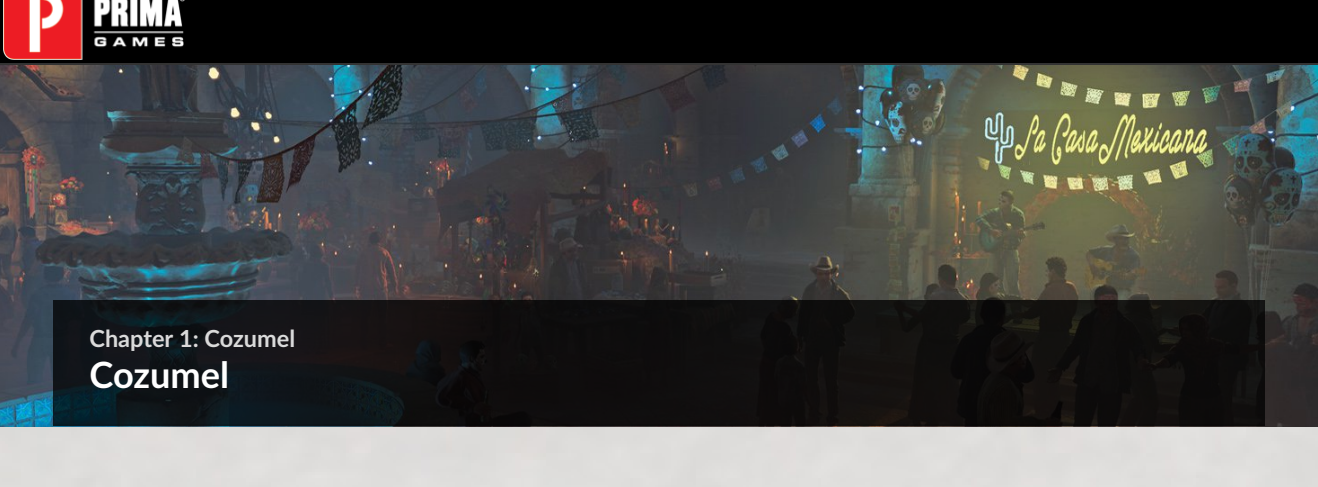
A FAINT LIGHT — FIND THE MAYA RUINS

As soon as you gain control of Lara, rapidly tap the Interact button to free her from the fallen rock. Once freed, press Up to crawl through the tunnel until you reach a big cavern **(1)**.



Climb the craggy wall and follow it to the left, then up. Jump and use the climbing axe to grab on to the overhang. Again, move left and then up. Jump up the overhang ledges to reach the path above. Walk forward and around the bend to find the ruins **(2)**.

Please note that you also automatically receive your first Path of the Stars collectible here, the photo of the Maya date, which counts toward the Completionist Trophy!

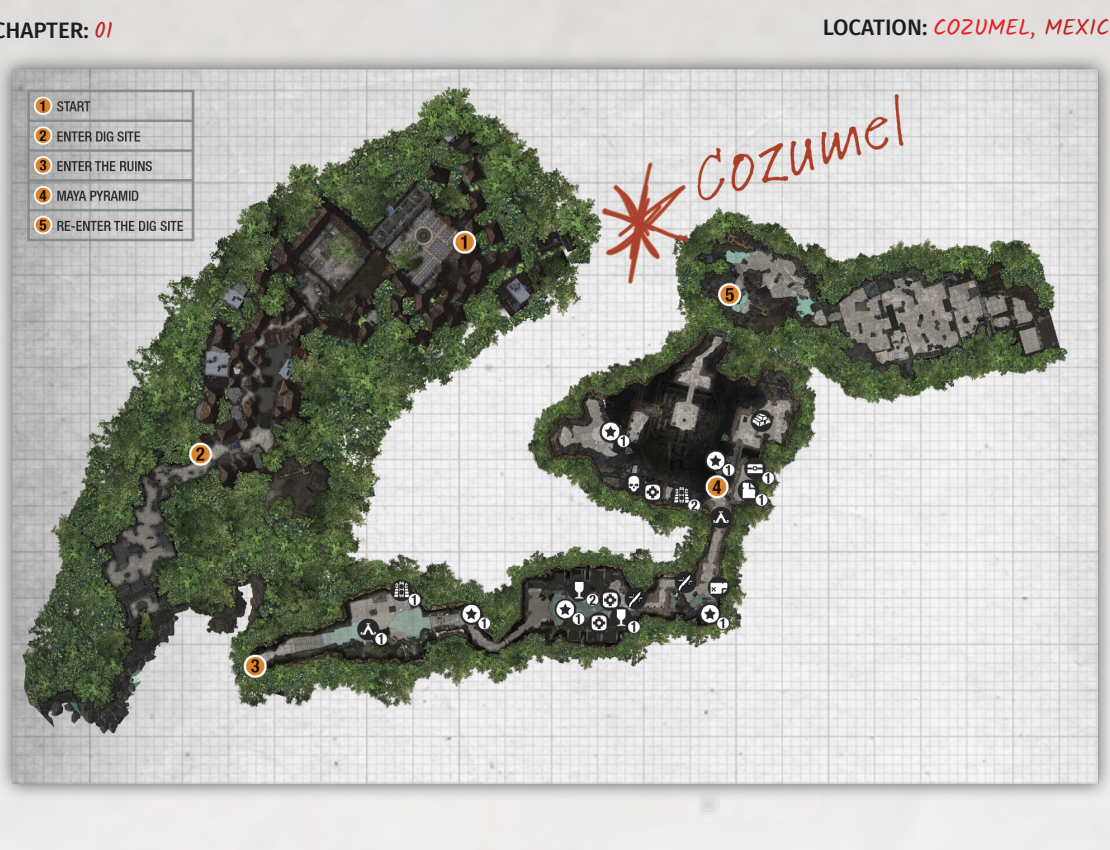


Chapter 1: Cozumel

Cozumel

CHAPTER: 01

LOCATION: COZUMEL, MEXICO



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission GIver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
0	0	0	1	1	0	2	1	2	3	0

MAIN STORY OBJECTIVES

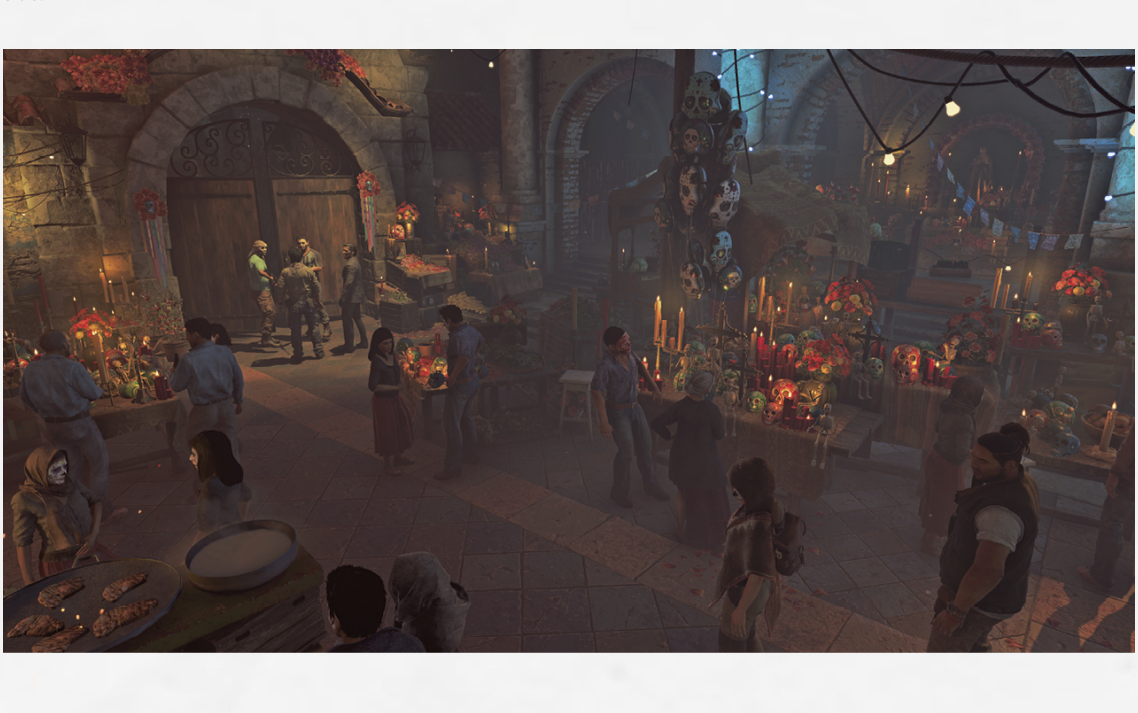
- Learn More About Trinity's Dig
- Explore the Ruins
- Return to the Village

CHALLENGES

1 Whistle in the Dark: Knock down five death whistle carvings.

IN THE SHADOWS — LEARN MORE ABOUT TRINITY'S DIG

Follow Jonah down the steps (1) into the celebration. There are resources to collect and festival goers to talk to via exploring the entire courtyard, but your goal is to find Dominguez. Once you're ready to move on, approach the wooden gate on the far side.

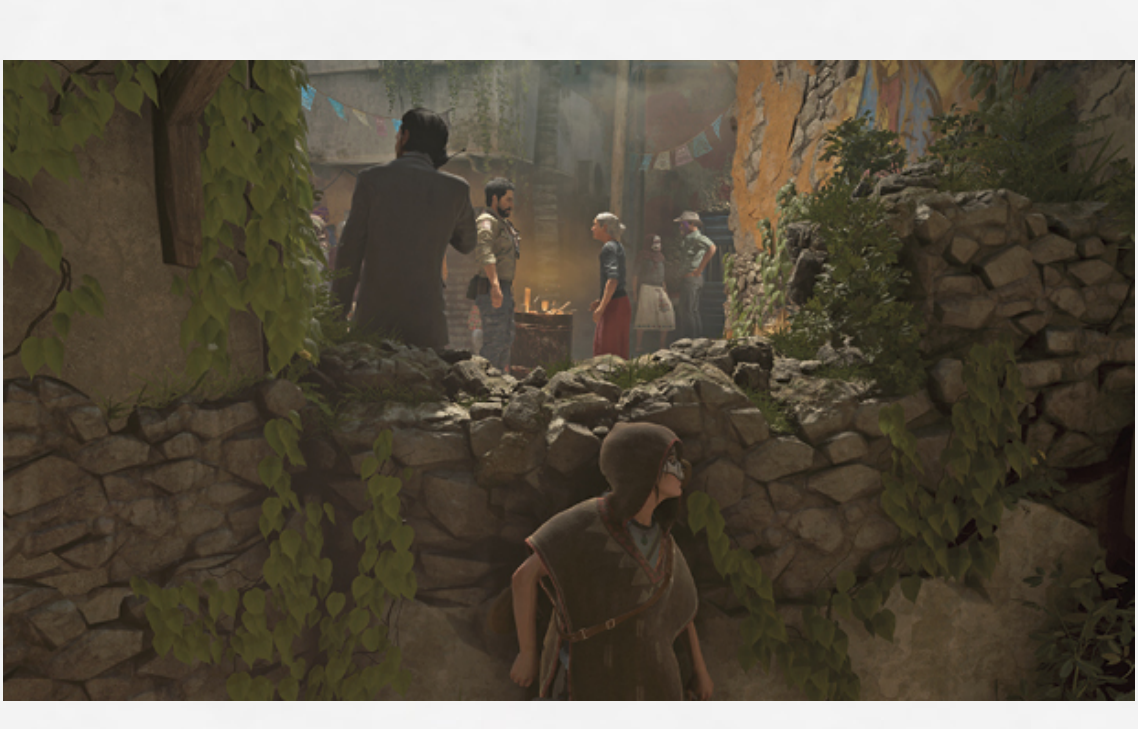


COMMON RESOURCES

Numerous common resources litter the jungles, villages, tombs, and temples that you visit. Hardwood, feathers, medicine, focus plants, fat, perception plants, black powder, cloth, and hides can be used to heal Lara, create ammunition, upgrade weapons, and more. These items are found in various forms.

After Lara hops the fence, follow the pathway ahead and cut through the people on the left. Here, you see an open gate ahead; this is your next destination.

In the third area, continue along the winding path between the civilians and through the alley. At the far end, Lara ducks through a hole in the wall.

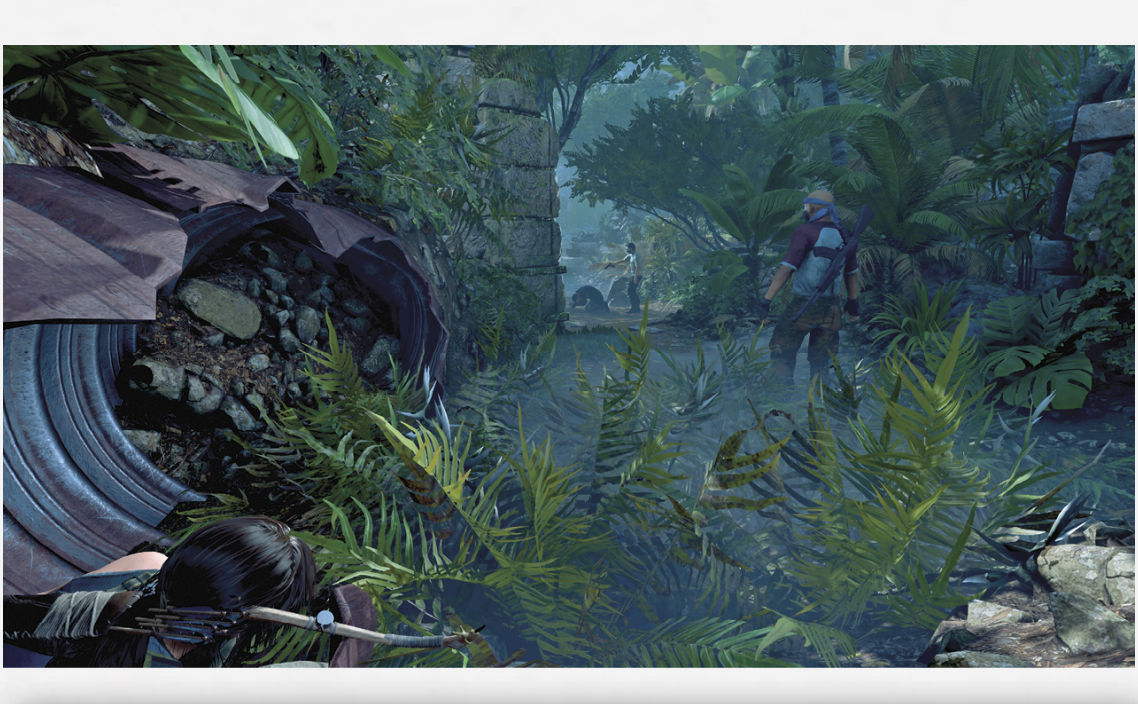


ENTER THE DIG SITE

Follow the path to the right and scramble up the wall to enter the dig site (2). At this point, Lara equips her weapons and gear.

EXPLORE THE DIG SITE

Cautiously, walk through the corrugated drainage pipe, approach the lone Trinity soldier, and perform a stealth takedown on the guy. Once Lara sets up at the stone wall, quickly aim at the second enemy's head and loose an arrow to take him down. Collect resources around the perimeter of the ruins before scrambling up the far wall.

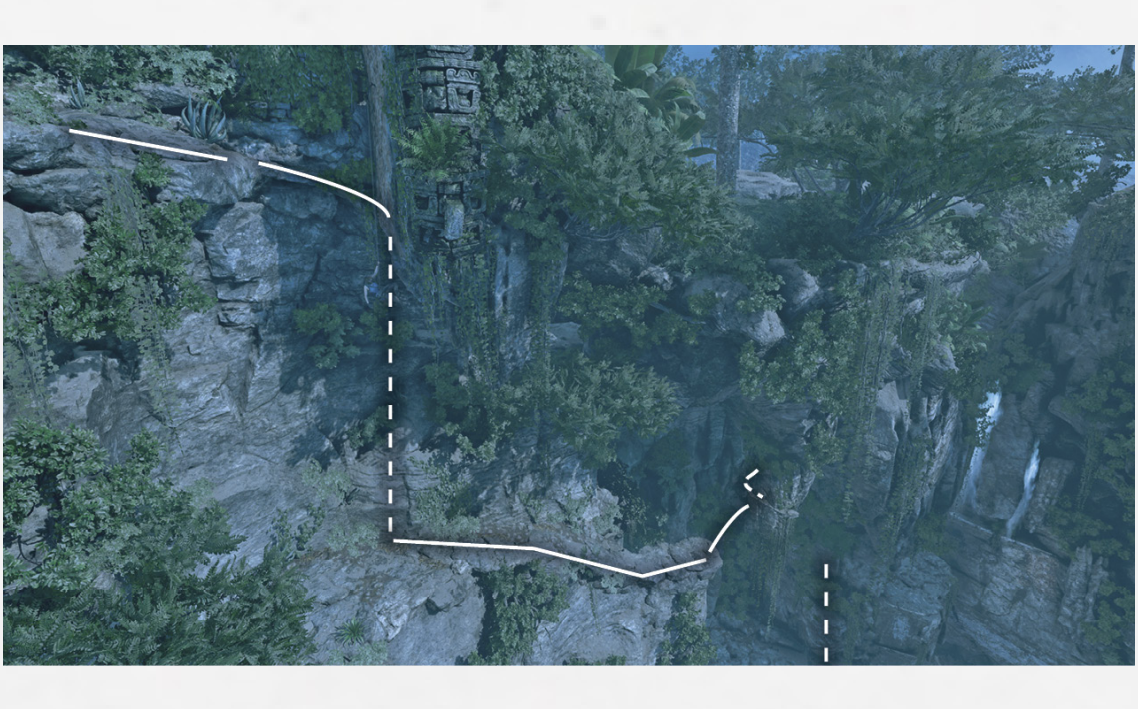


STEALTH COMBAT

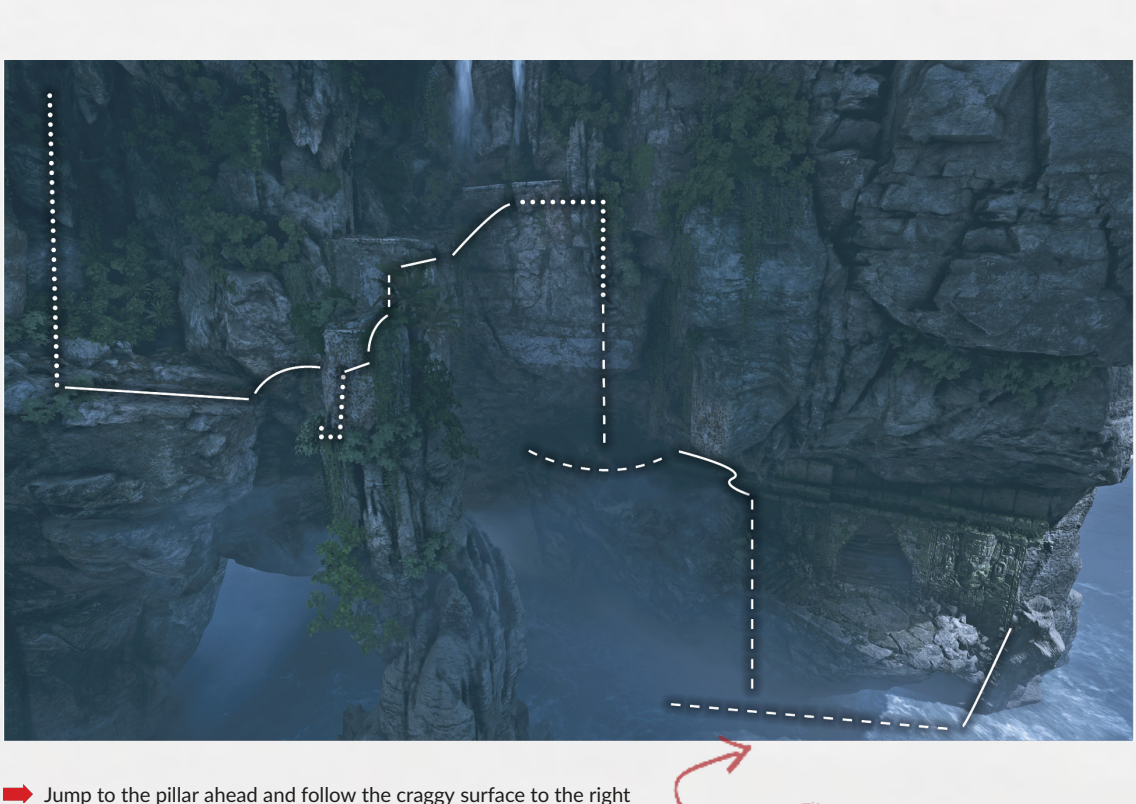
Stealth takedowns should always be your first choice against enemies, but be sure your target is isolated. Click the Survival Instincts button to highlight nearby enemies. If highlighted in yellow, he's out of sight from his comrades. If red, another enemy will notice if the target is attacked. In the two toughest difficulties, enemies are not highlighted. You must be more cautious in combat and thoroughly survey the situation. If an enemy is looking in another's direction, it's best to leave them alone.

Approach a foe from behind, or wait for him to get within melee distance. If the Silent Takedown icon appears above his head, and he's highlighted in yellow, the kill will go undetected. If a body is left in the open and another enemy spots it, they become aware of your presence. If you're detected, scramble or run to cover. Keep moving until they lose you or, if you prefer, open fire from behind cover.

Look over the side of the cliff to spot your next destination—a cave opening near the water below. The treacherous descent teaches you how to axe-climb from a jump, rappel from climbable walls, scramble after a jump, wall-run, and rappel-swing. These skills are used on numerous occasions during the game, so learn well.



- Jump to the craggy surface onto the left, rappel down until you can't go any farther, and dismount.
- Run toward the next ledge and leap to it. Shimmy to the left, jump to the next climbable wall, and rappel down until you can dismount.



- Jump to the pillar ahead and follow the craggy surface to the right and up to the small plateau. Run and jump toward the vertical boards, and scramble to the ledge.
- Leap to another ledge, shimmy to the right, and climb down at the craggy surface. Rappel down to the barnacles. Wall-run left and then right before leaping to another thin ledge. Move right and then down the climbable wall.
- Follow it right, then rappel down as far as you can go. Perform a rappel swing backward and then forward. Leap to the edge of the cliff and enter the cave (3).

TRAVERSAL
= RAPPELLING
= SCALING A SURFACE
= JUMP

SAVING GRAB TIMER

Big jumps often result in Lara losing her grip—requiring you to press the Interact button before a short timer runs out. Always be ready to tap this button to avoid falling. The grab timer's length lessens as the difficulty increases. A skill is available that removes this requirement.

HUNTER'S MOON — EXPLORE THE RUINS

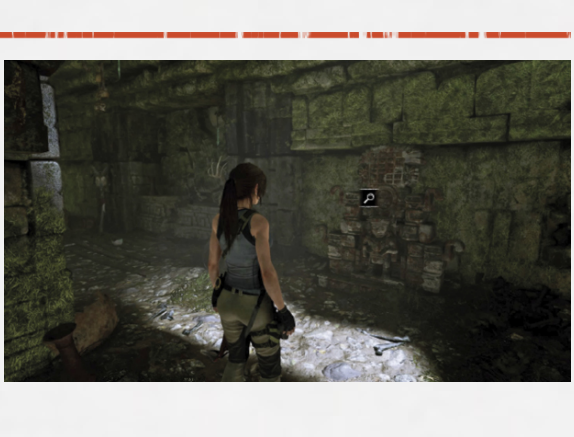
Climb through the opening and wade through the water to enter the ruins. Examine the mural on the left to earn a little XP and increase understanding of Ancient Dialects. Keep an eye out for Murals, Relics, and Documents throughout the game.

01 MURAL

HEART OF THE SERPENT

- Dialect: MAM
- Nearest Camp: Cozumel Cliffs

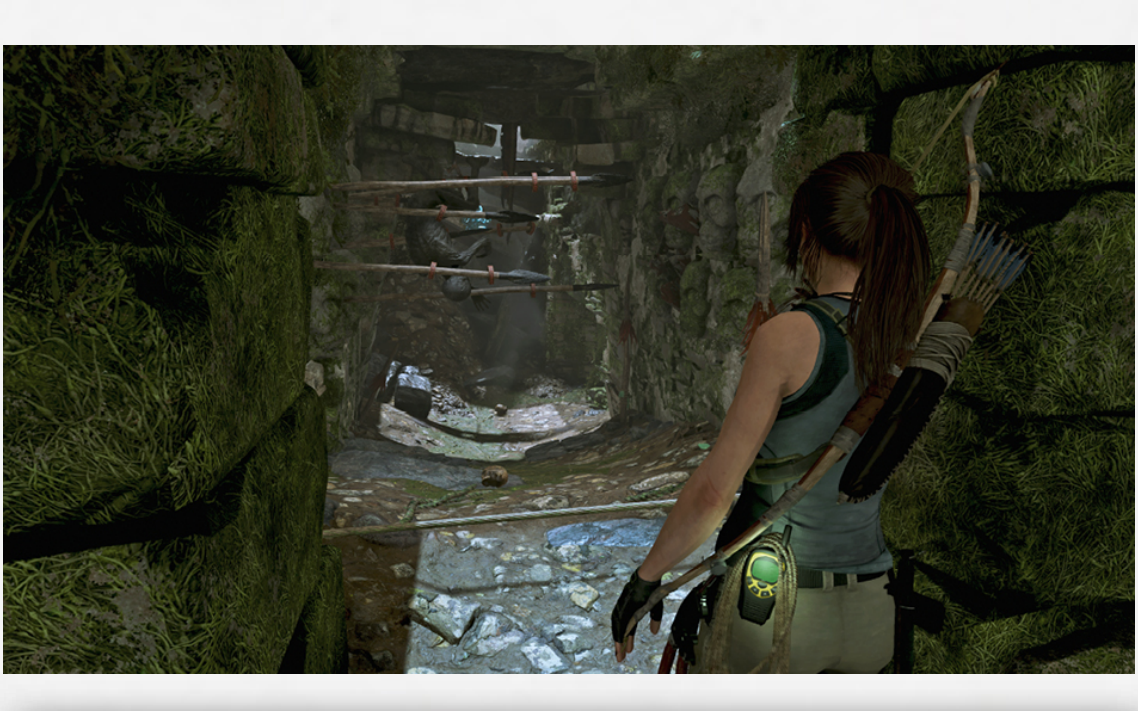
Just to the left of where you use the Rope Pull to open a path.



ANCIENT DIALECTS

Relics, Documents, and Murals are found throughout your adventures in Cozumel and Peru. Not only do these provide XP, but Lara's Ancient Dialects knowledge may also be increased. The languages of Mam, Quechua, and Yucatec are gleaned as you find many of these collectibles. We've marked the locations of every Artifact on the maps at the start of each region. At first, Survival Instincts doesn't highlight these items, but there's a Skill that makes this possible.

The exit is blocked, but a white coil of rope indicates that the blockage can be pulled down with a rope-pull. Aim your bow at the rope and shoot a standard arrow to yank the debris out of the way. Note that shooting a rope arrow does not use up an arrow. Cautiously enter the tunnel and look down to spot a rope stretched between the two walls. Trip the spear trap by cutting the rope and scramble underneath, or jump over the line.



BEWARE OF TRAPS

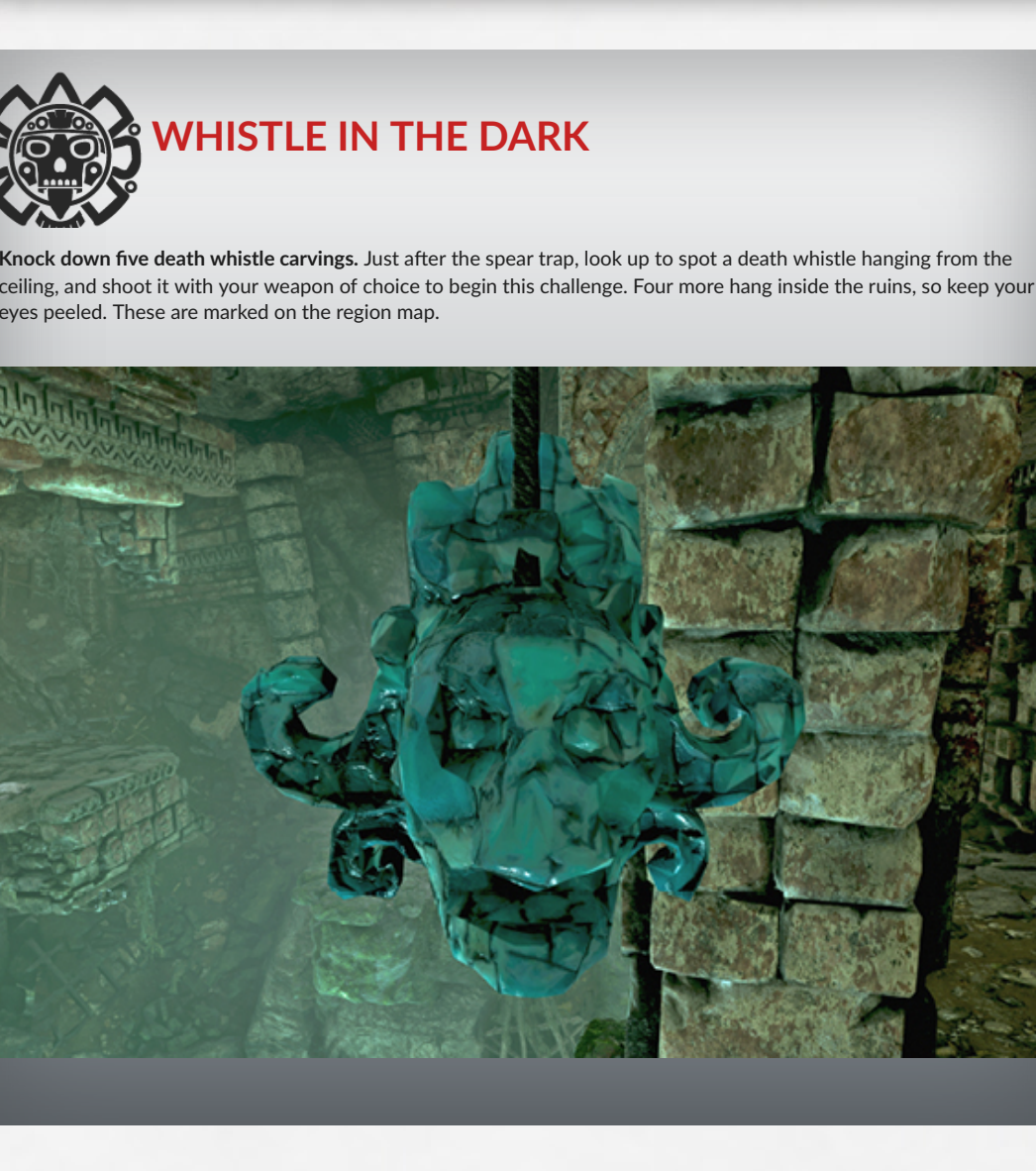
Two varieties of traps are found inside the corridors of caves, tombs, and crypts: those set off by a tripwire (a taut rope stretched between two walls), and collapsing floors. Survival Instincts does not highlight these traps until you purchase a specific Skill.

Running carelessly through a taut rope triggers a deadly trap, which results in death if full contact is made. Quite often, death can be avoided after tripping the wire, by scrambling or jumping, depending on the trap. It's best, though, to stop short of the rope and use a knife to cut it, or hop over the tripwire.

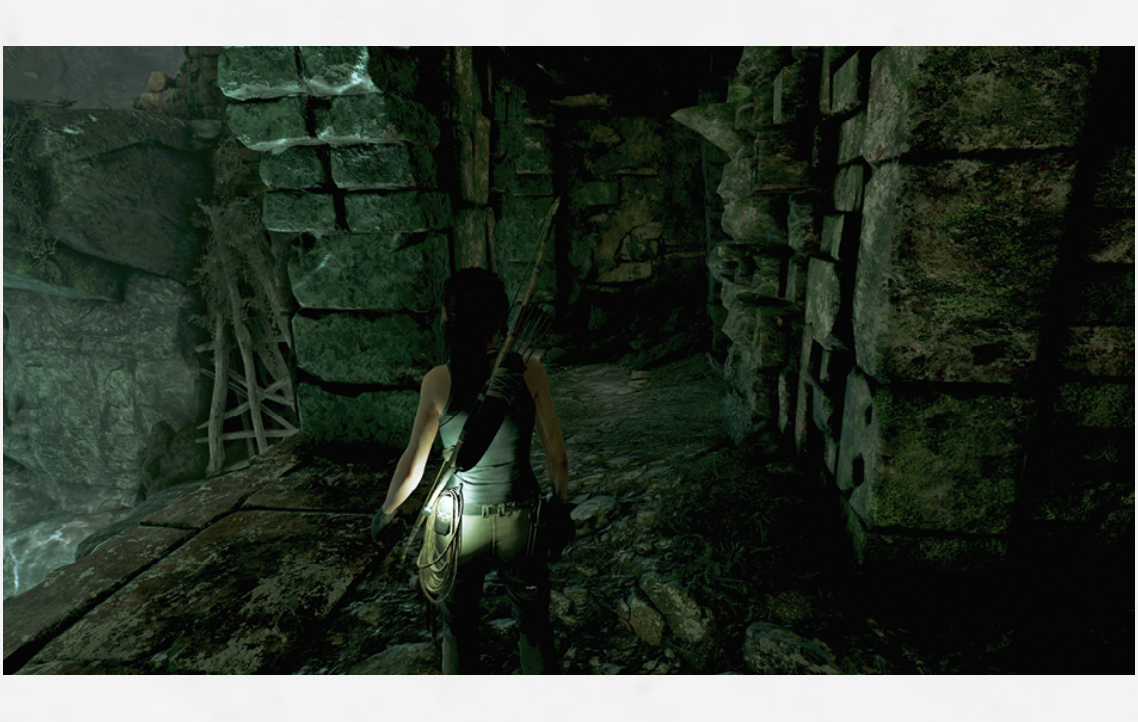
When the floor crumbles beneath Lara, you have a brief moment to reach safety before falling to your death. Note differences in the ground to spot these traps. You can leap over the entire trap, or quickly jump or scramble forward as soon as it starts to give way.

WHISTLE IN THE DARK

Knock down five death whistle carvings. Just after the spear trap, look up to spot a death whistle hanging from the ceiling, and shoot it with your weapon of choice to begin this challenge. Four more hang inside the ruins, so keep your eyes peeled. These are marked on the region map.



At the end of the corridor, turn right and follow the tunnel into the next cavern. Your objective leads you underwater, through a hole at the far end, but it is worth spending time exploring first. Find survival caches, the second death whistle, and relics. Search the upper walkway and underwater.

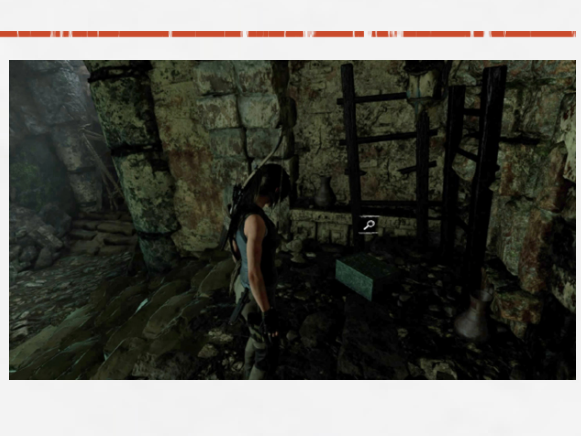


01 RELIC

CERAMIC JAR

- Dialect: MAM
- Nearest Camp: Cozumel Cliffs

Follow the right path and step into the cubbyhole before reaching the far corner with a Survival Cache. Scramble up to the next level where the Relic is found in the corner on the way to the braided rope barrier.

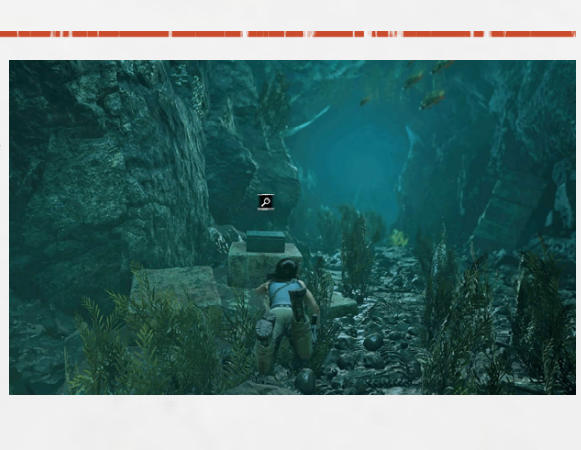


02 RELIC

CARVED BOWL

- Dialect: MAM
- Nearest Camp: Cozumel Cliffs

Dive into the water and swim down to the ground near the underwater tunnel and it will be hard to miss.



Dive underwater and swim into the tunnel marked by the objective beacon, and squeeze through a small gap in the wall. Swiftly swim until you reach a pocket of trapped air; take a breath before continuing. Keep pressing Up and rapidly tap the Interact button when the icon appears on-screen to exit the water.

Shoot another death whistle on the right before entering the next corridor. Cut or hop over another rope stretched between the walls. Jump to the craggy wall at the far end and climb to the ledge above.

SURVIVAL CACHES

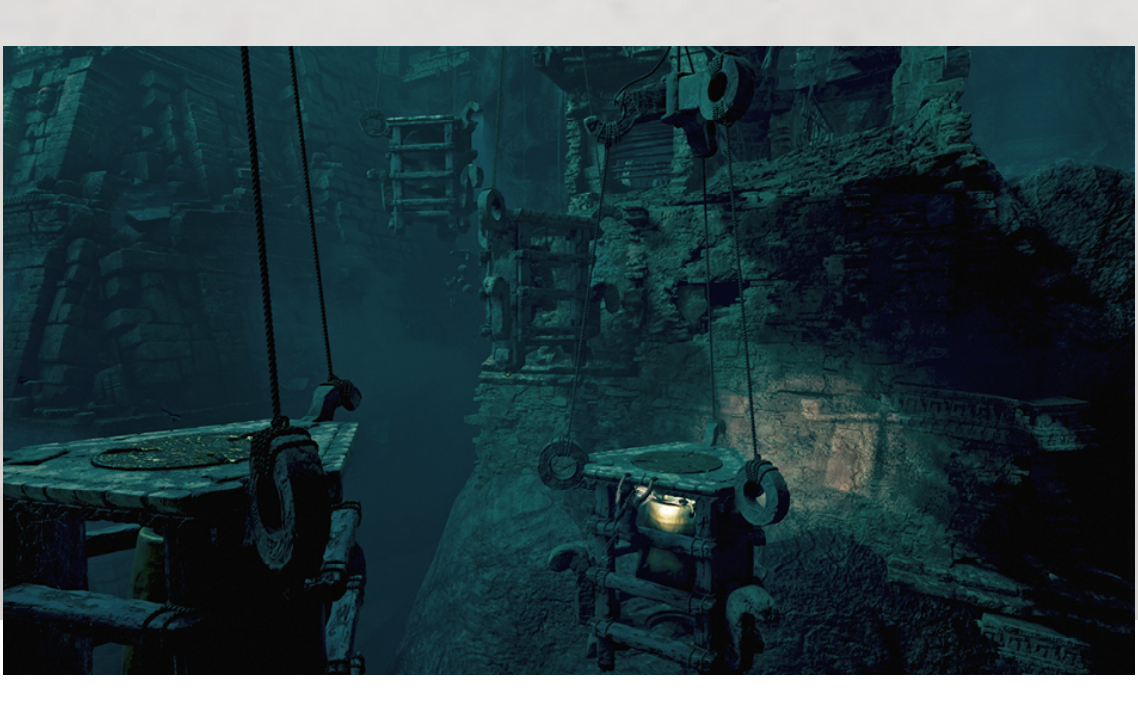
Survival Caches sparkle from a distance and are indicated by a shovel icon when up close. Use a knife to dig up random resources.

BRAIDED ROPE BARRIERS

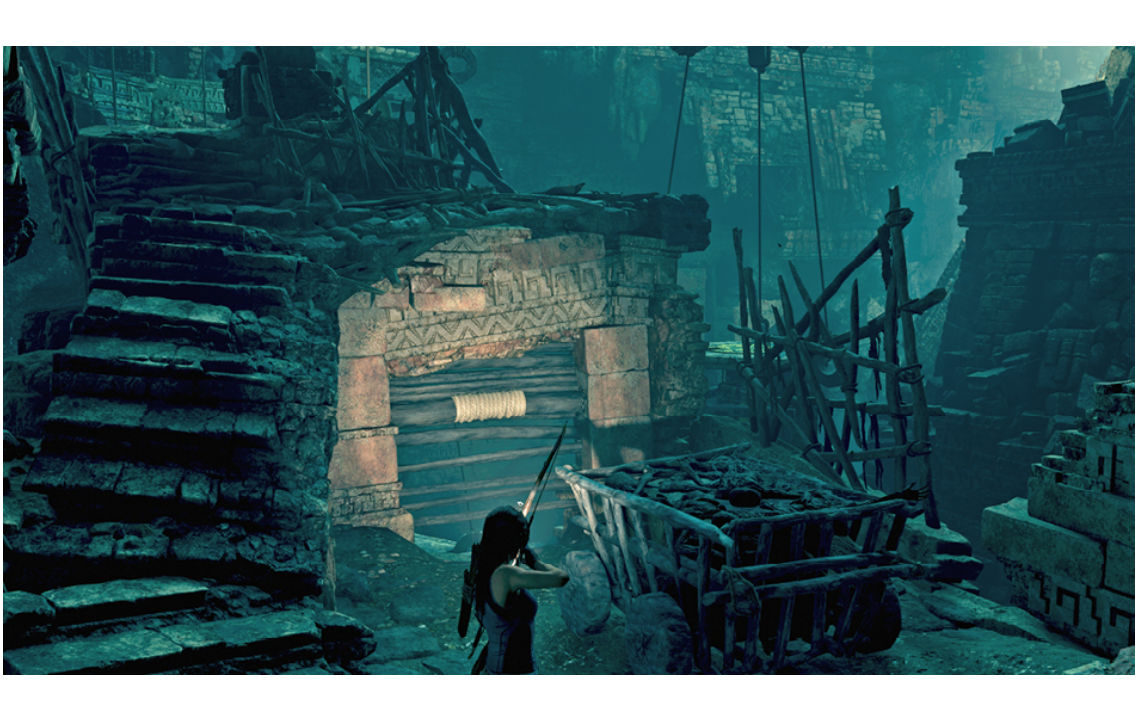
A barrier of braided ropes blocks a corridor at the far end of this cavern. A reinforced knife (acquired later in the game) is required to get through the blockade, but nothing new is offered inside. The underwater path becomes unusable, so this provides a path if you return later in the game.

GET TO THE TOP OF THE PYRAMID

There's no direct route up the pyramid, so you must find an alternate way. Follow the right walkway **(4)** to find three pendulums at varying heights; jump onto the first, and it lowers from the weight.



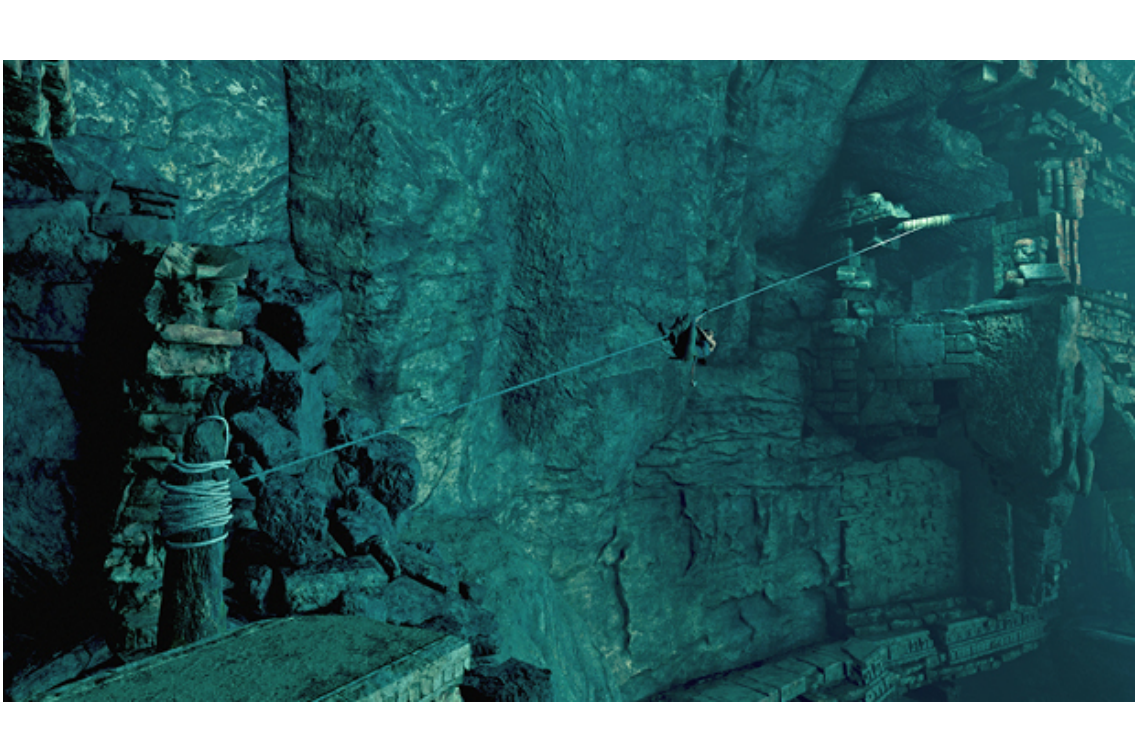
Quickly leap to the second, continue left to the third, and then scramble onto stable ground.



Run right, then follow the trail left up the steps to find a movable cart. First, use a rope arrow on the coil ahead to create an opening, then step behind the cart and push it down the hill, which causes a fourth pendulum to rise on your right. Climb the steps, but before hopping on, jump to the ruins on the left to find gold, an exotic resource.

EXOTIC RESOURCES

Exotic resources are much rarer than the common variety. Gold ore and jade can be sold to merchants for gold coins. Salvage, special feathers, and unique hides are required to craft and upgrade the best equipment. Never pass up these resources and be sure to spend them if at or near maximum capacity.



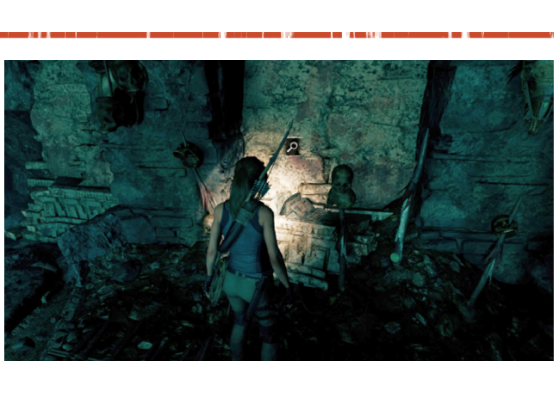
From the first pendulum, turn left and make a big jump to another bell. Climb on, then leap over to a walkway. The fourth death whistle carving hangs just outside the right pillar. Approach the post wrapped in rope and aim your bow at the rope-wrapped beam above the far ledge. Shoot an arrow to tether the rope between the two, creating a one-rope bridge.

01 DOCUMENT

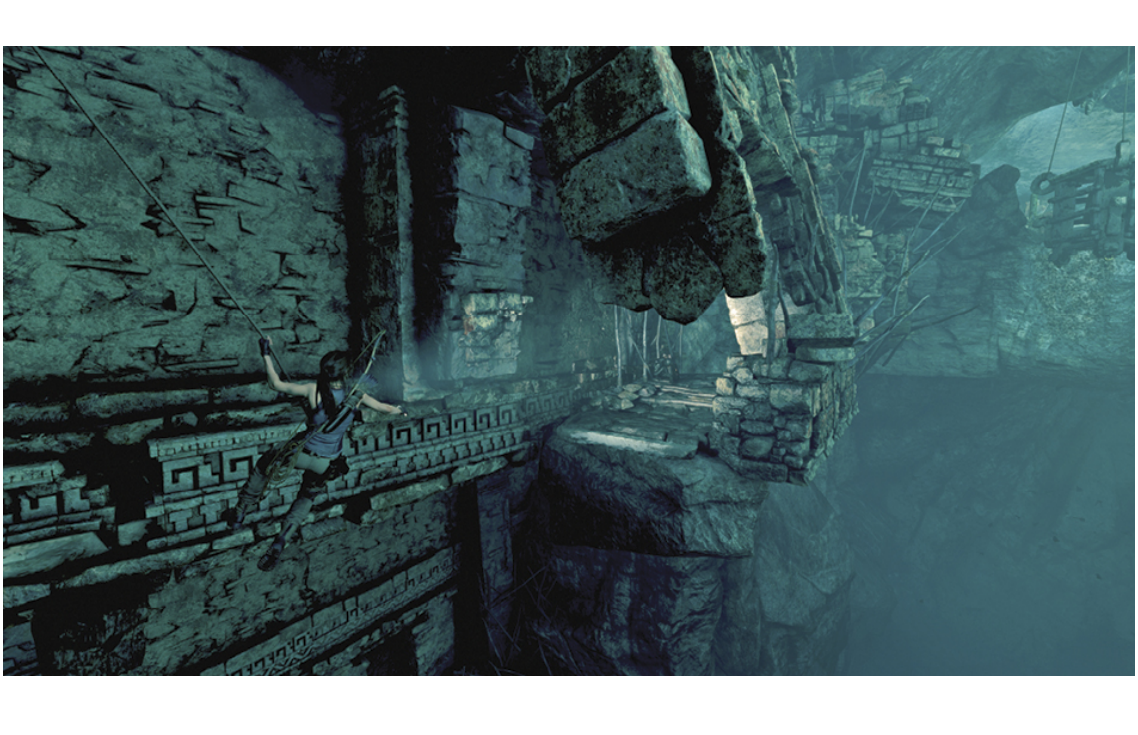
REARGUARD REPORT

- Dialect: MAM
- Nearest Camp: Tidal Caverns

The Document is on the wall to Lara's left after jumping from the second bell.



Instead of following the walkway, hang off the ledge. Climb down the craggy surface, rappel, and swing to the lower level to find more goodies. Leap off the next ledge and scramble to the craggy surface. Climb onto the trail just past a trap.



ARCHIVIST MAPS AND EXPLORER BACKPACKS

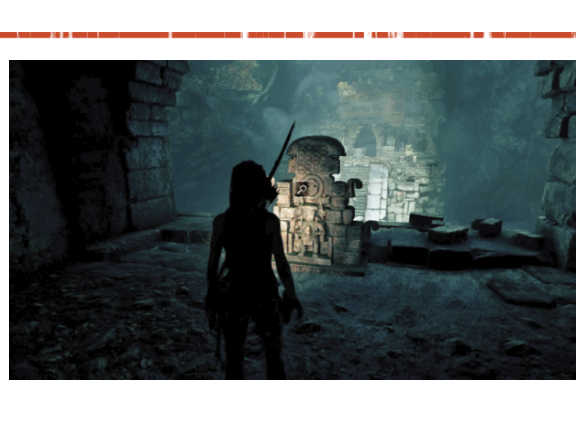
Archivist Maps and Explorer Backpacks reward the player with XP and reveal hidden items as flashing icons on the map. The former reveals select relics, documents, monoliths, and murals in the current region. The backpack reveals crypt, treasure chest, and survival cache locations. Select one of these icons on the map and press the Select button to place a blue beacon at that location. Use Survival Instincts for an easier time finding it.

02 MURAL

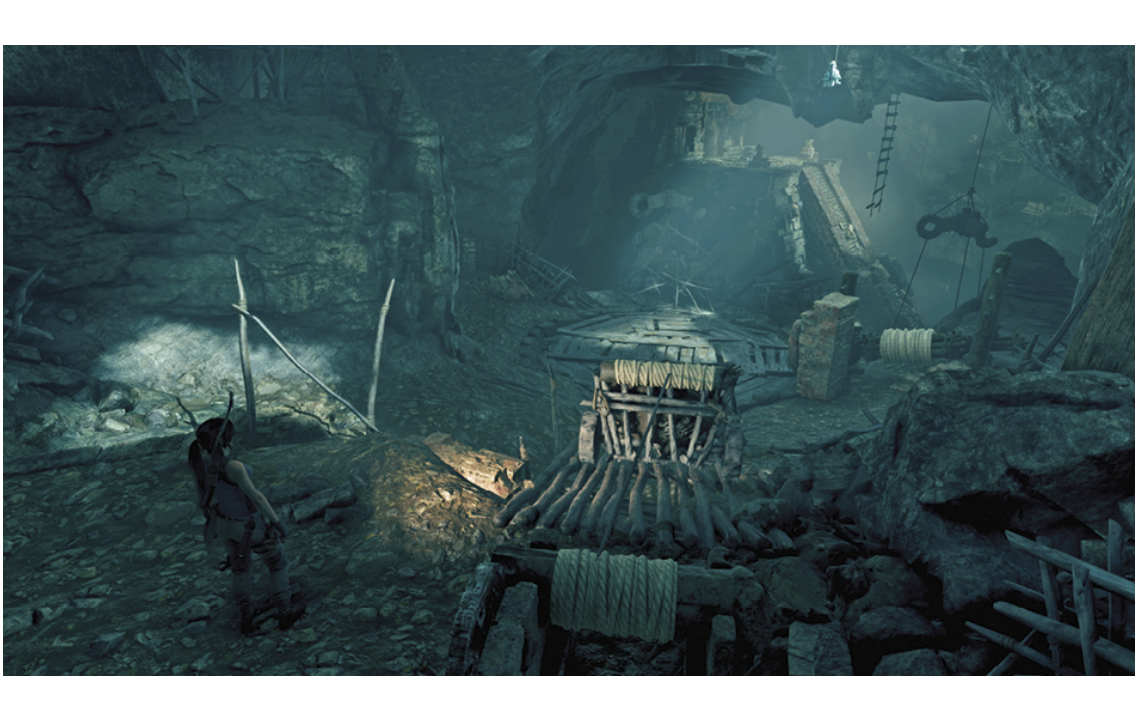
TEMPLE OF THE MOON

- Dialect: MAM
- Nearest Camp: Tidal Caverns

Found on the upper path, overlooking the pyramid.

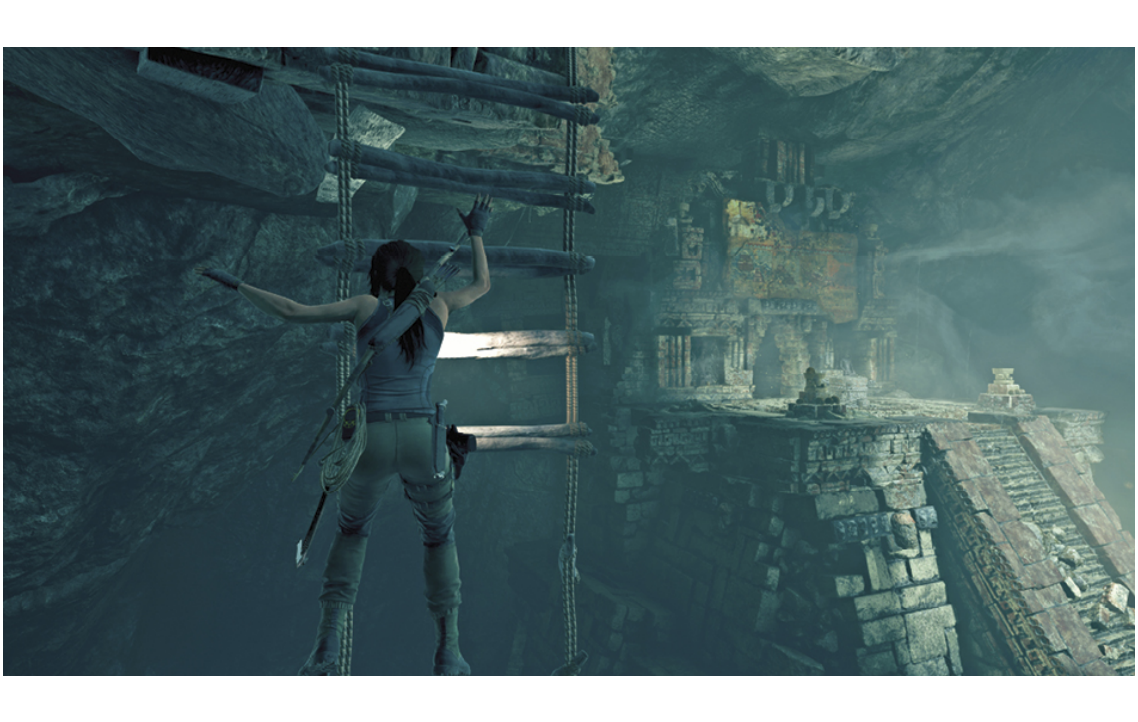


Run right and jump onto another pendulum, which lowers just as before. The next pendulum appears to be stuck on a pile of debris, so jump to the walkway on the left instead.



- Spot a cart to the right, walk around to the back, and push it down the hill, where it settles onto a turntable.
- Approach the cart and follow the wood planks to the right. Interact with the crank and rotate it clockwise, turning the cart 90 degrees.
- Aim at the rope above the cart handle and tether it to the spool on your right.
- Again, crank the gear clockwise to bring the cart up the hill as far as it will go.
- Cut the rope to send the cart into the debris, dislodging the pendulum.

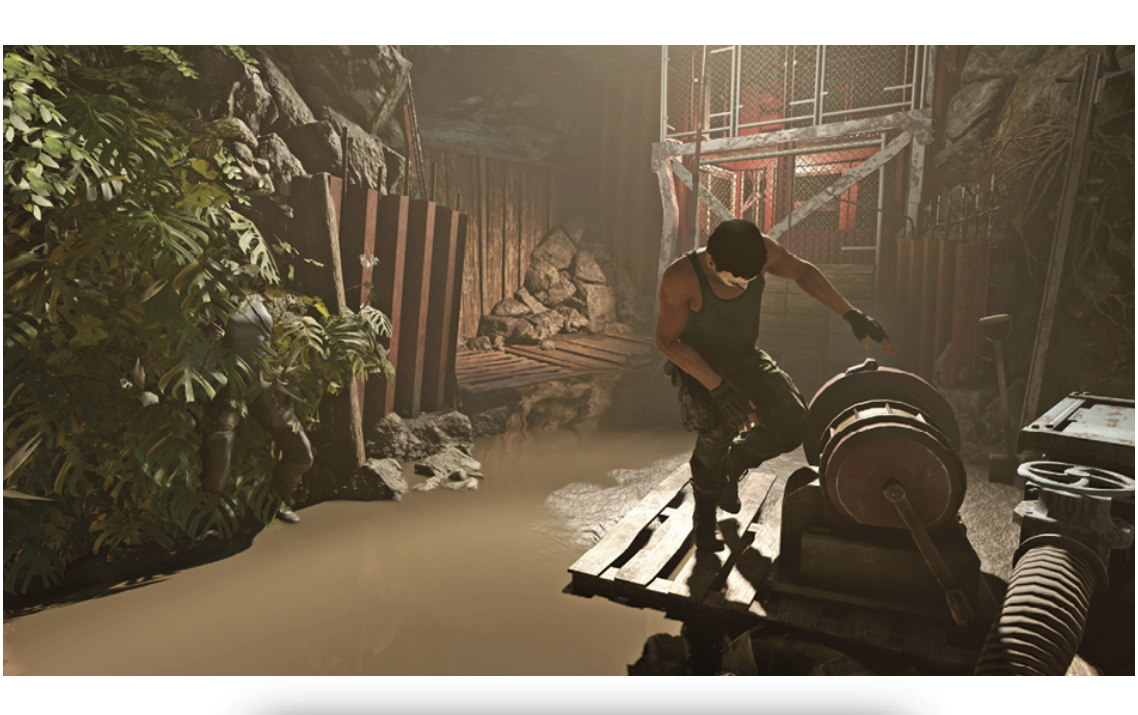
Before you leave your position next to the crank, look above the ladder that hangs down ahead to find the final death whistle. Now use the rock that juts out toward the pendulum to reach it, and immediately jump left onto the ladder before the pendulum gets too low.



Climb up and follow the rocky trail right and up the steps. Jump onto the ledge, and move up and then right. When Lara loses her grip, grab on and continue until you reach the craggy surface. Rappel down to reach the top of the pyramid.

RETURN TO THE VILLAGE

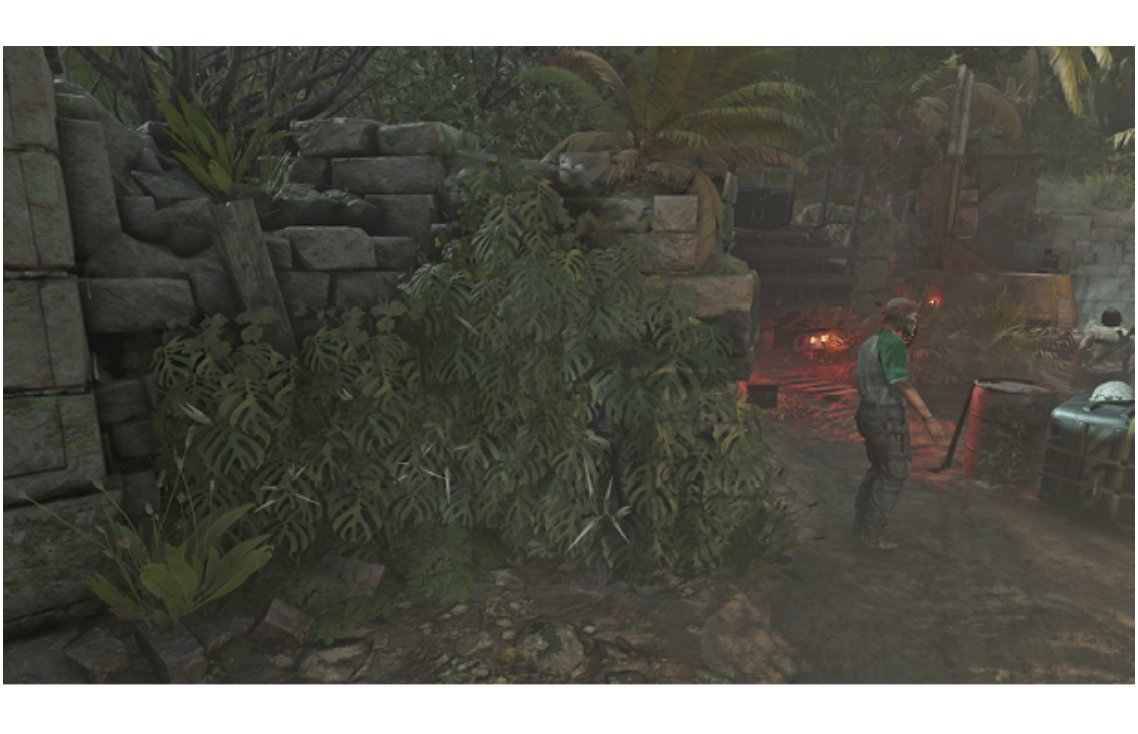
Sprint straight ahead and break through the weak wall at the end of the tunnel to reach another portion of the dig site **(5)**. Lara immediately hides in the vegetation wall as a Trinity soldier enters the area. Perform a stealth takedown and loot the guy before climbing the wall next to the elevator and walking up the muddy hill until you find more of Trinity's men.



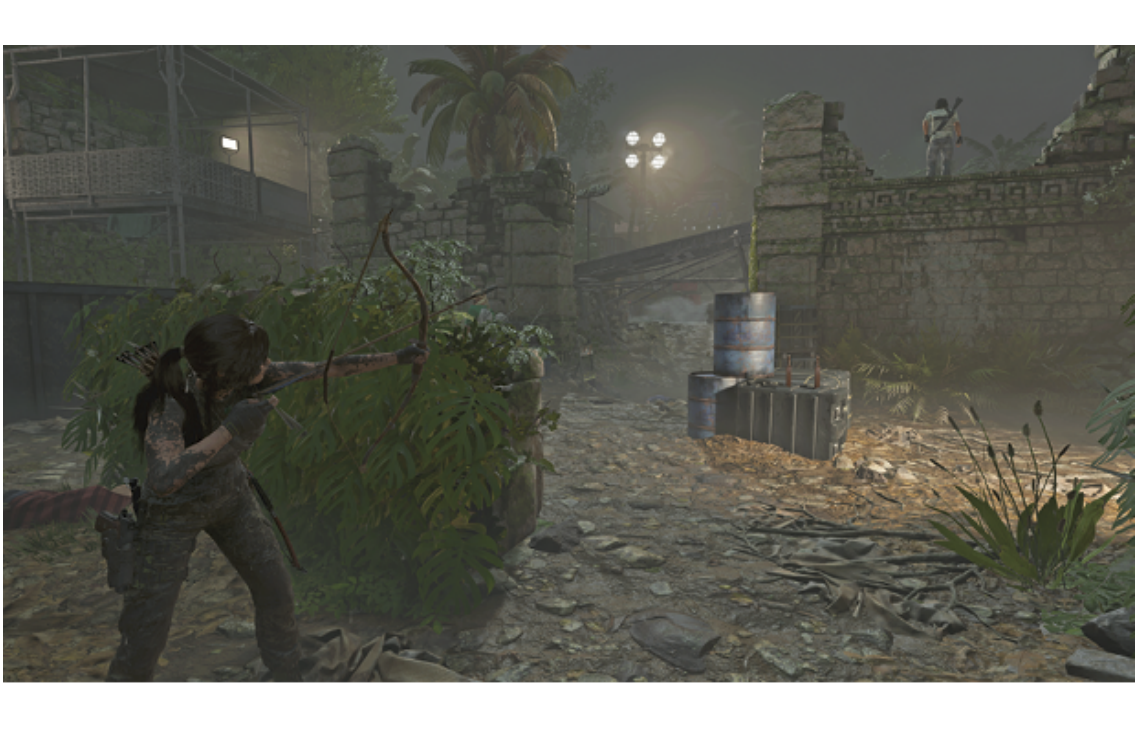
CONCEALMENT BUSHES AND VEGETATION WALLS

Concealment bushes and vegetation walls, which are highlighted with Survival Instincts, provide cover for easier stealth takedowns. Scramble between them to remain undetected. An isolated enemy near your concealed location is dragged into cover after a stealth takedown. Use this to your advantage to keep bodies out of sight. Be careful when aiming from a bush; you'll be noticed if an enemy is looking your way.

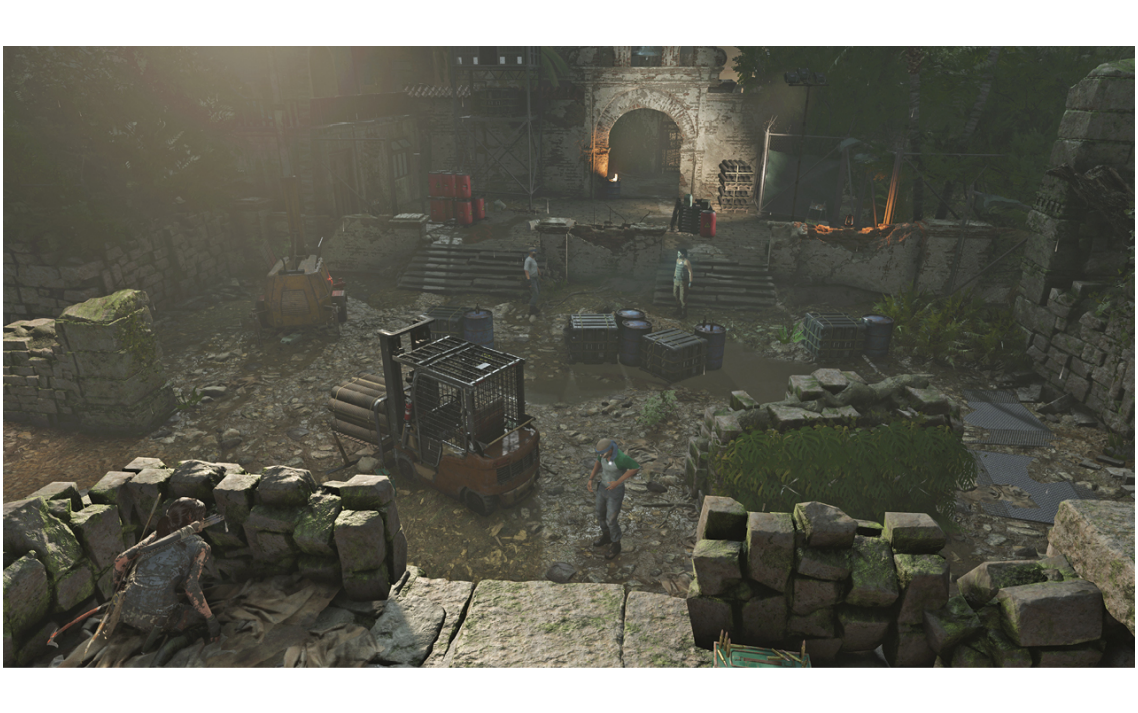
Move into the vegetation wall and then to the bush on the left to get a good view of the first three soldiers. Scramble over to the next vegetation wall and eliminate the isolated enemy. Next, scramble behind the crates and grab one of the bottles. Toss it past the bush on the right. Wait for an enemy to investigate, and kill him. Now you can quietly take down the last man before scrambling up the wall ahead.



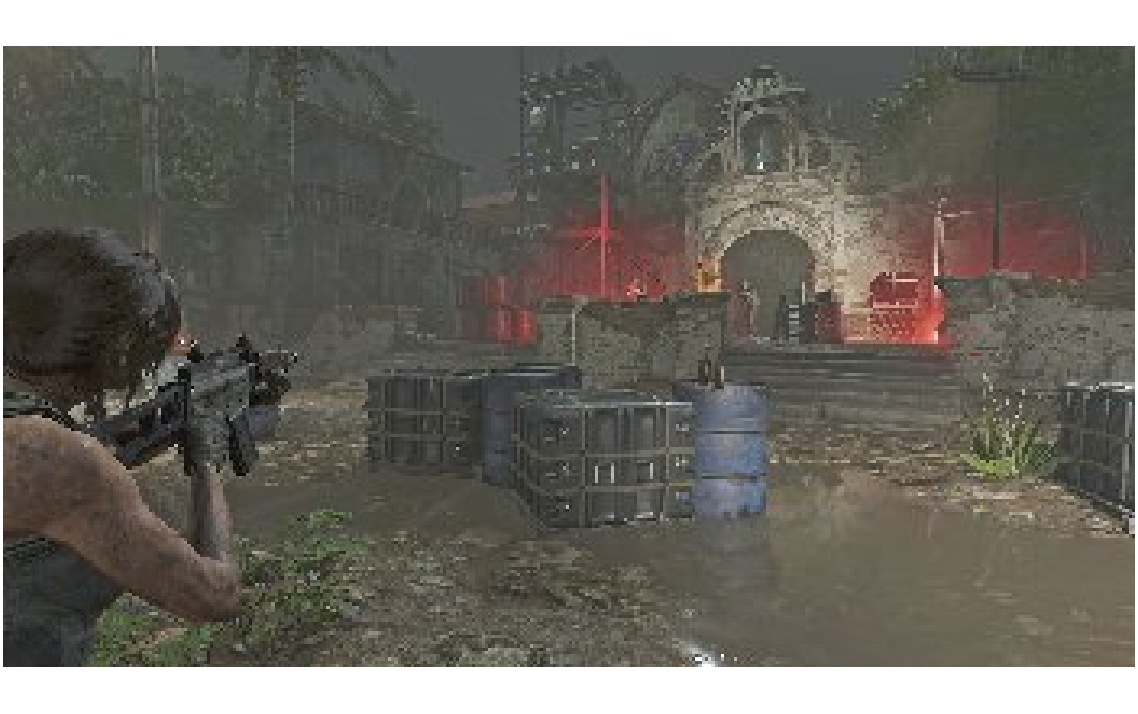
This sends Lara into a new area with four more Trinity soldiers, one of which patrols atop the far ruins. Scramble over to the vegetation wall, eliminate the isolated gunman, then put an arrow into the head of the upper foe when he stands to the right. Two remain. One patrols to the right, while the other remains next to a laptop. Use the vegetation walls to kill the roamer before quietly taking down the remaining soldier.



Three more soldiers man the final area ahead: one patrols near your position, and the other two stand guard farther back. Use an object to bring the first guy your way, and dispose of him with a stealth takedown. Advance into the area and use an object to pull another foe you. Quietly kill him before putting an arrow into the final guy.



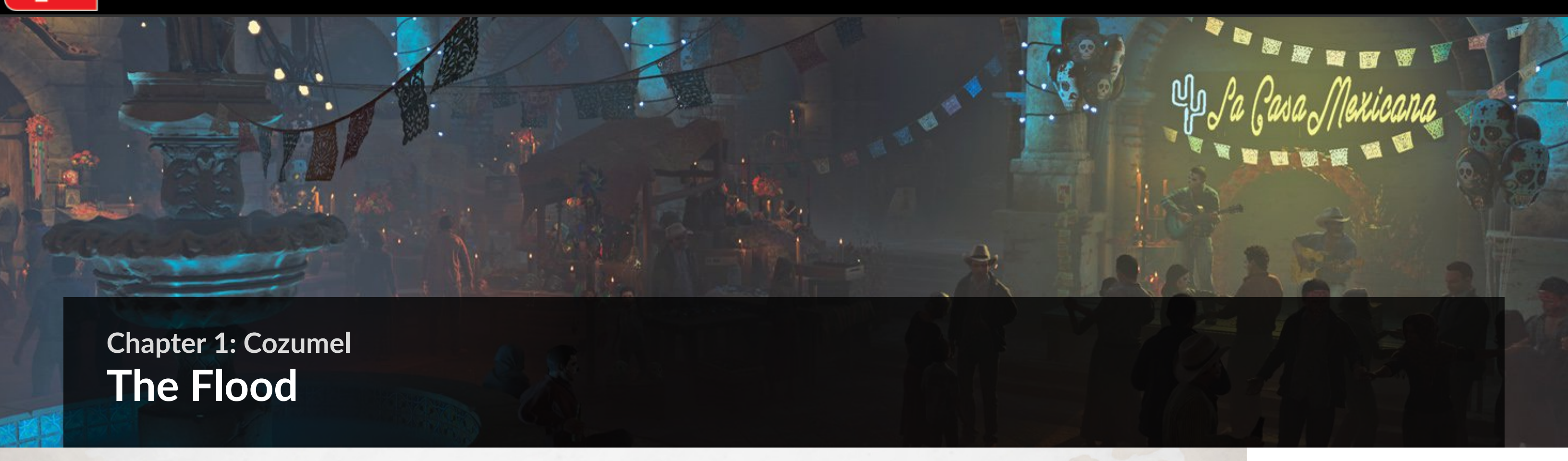
As soon as you're detected in the area, or just after finishing off all three soldiers, reinforcements enter—including two armored guards who rappel from a helicopter. No matter what's happened, they know you're there, so switch to the assault rifle. Look for red barrels that detonate when hit for easy kills. It's possible to hit the stack of explosives on the left as the armored guys move in, to eliminate at least one of them. Stay behind cover as you pick off the remaining foes. Retreat to the previous area if things get too hairy.



Once the last enemy is killed, run through the archway, use a climbing axe to bust through the gate, and pass through the open door on the right.

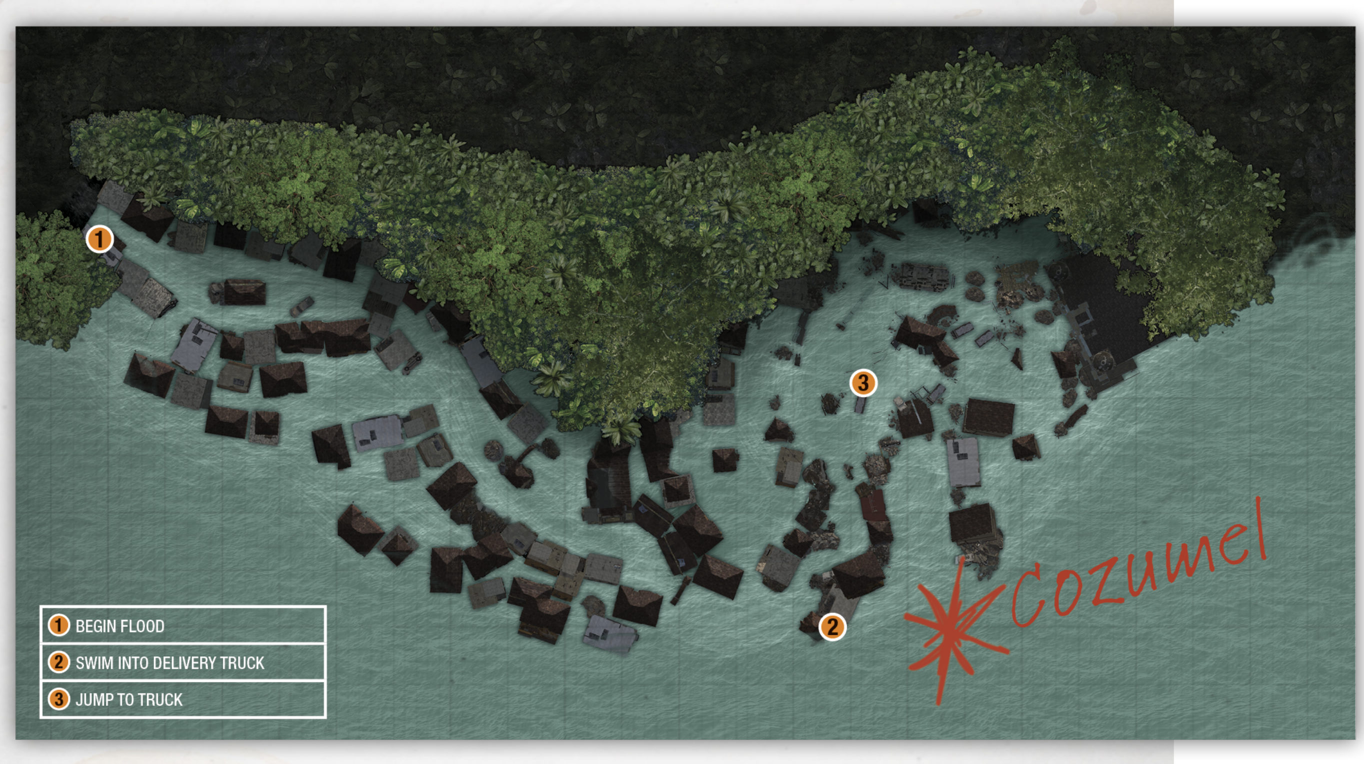
SCRAMBLE AND ROLL

If you press the Scramble button once, Lara scurries on all fours in the pressed direction. This allows you to move easily under an obstruction or quickly between two locations, such as from a concealment bush to a nearby vegetation wall. This action is less likely to be noticed by enemies. If you press the Scramble button during a scramble, Lara rolls in that direction. This is great for dodging incoming attacks, whether from a gun or a ferocious jaguar.



Chapter 1: Cozumel

The Flood

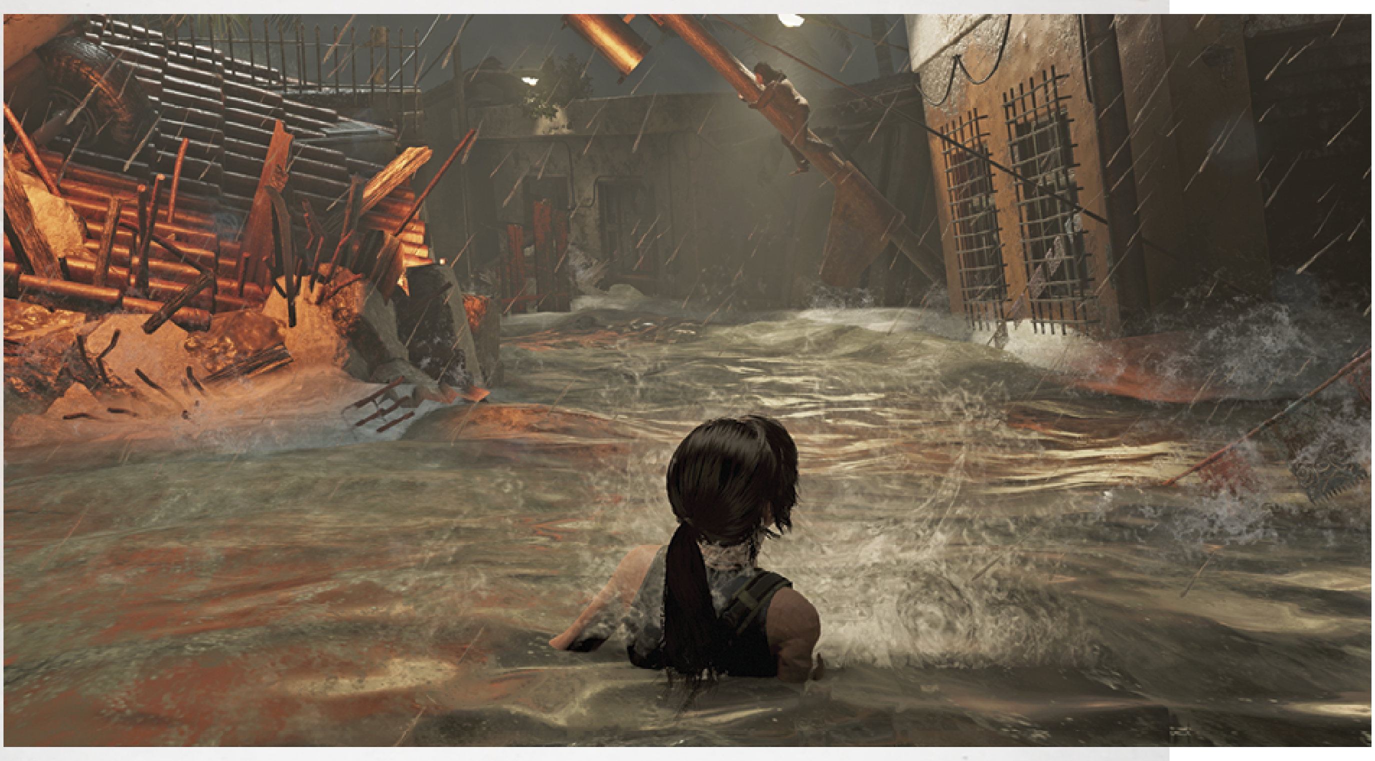


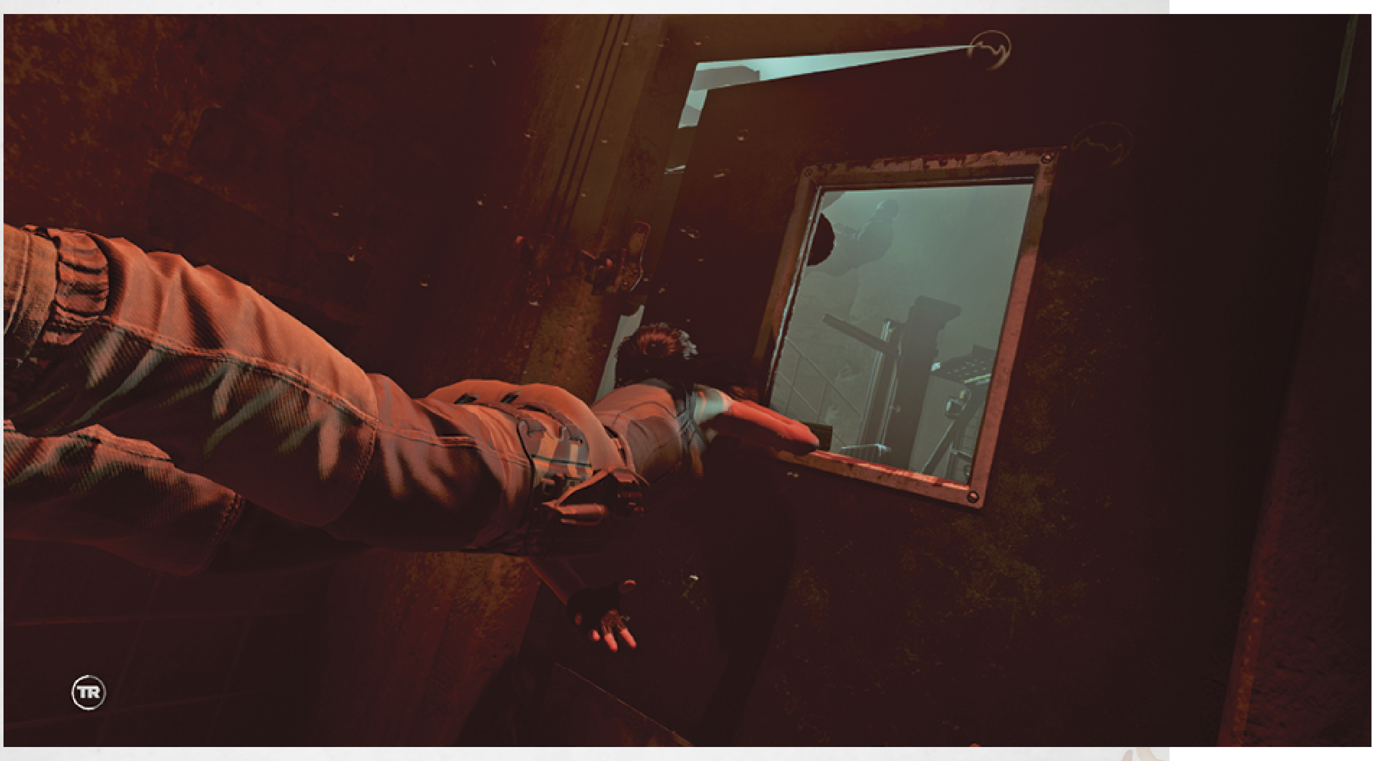
MAIN STORY OBJECTIVES

- Survive the Flood

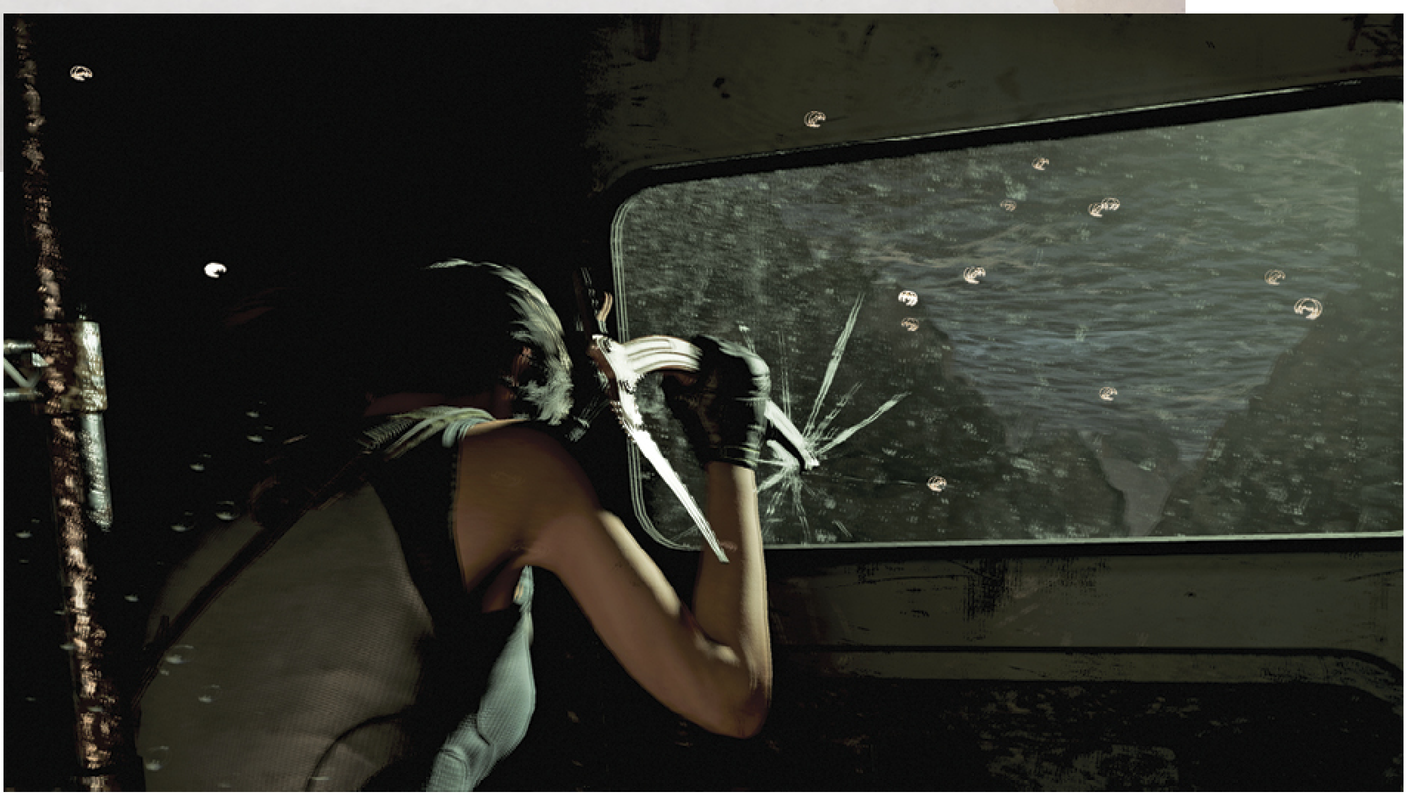
HEAD ABOVE WATER — SURVIVE THE FLOOD

You gain control of Lara as she clings to a pole **(1)**, struggling to hang on against the rushing floodwaters until she loses her grip. As you're dragged along by the water, debris on the sides and in the middle of the road forces you to move to one side or the other. Push Left or Right to adjust Lara's position in the water. Keep as close to the middle as possible, and keep your eyes focused on the route ahead. The sooner you can make necessary adjustments, the more likely you are to survive.



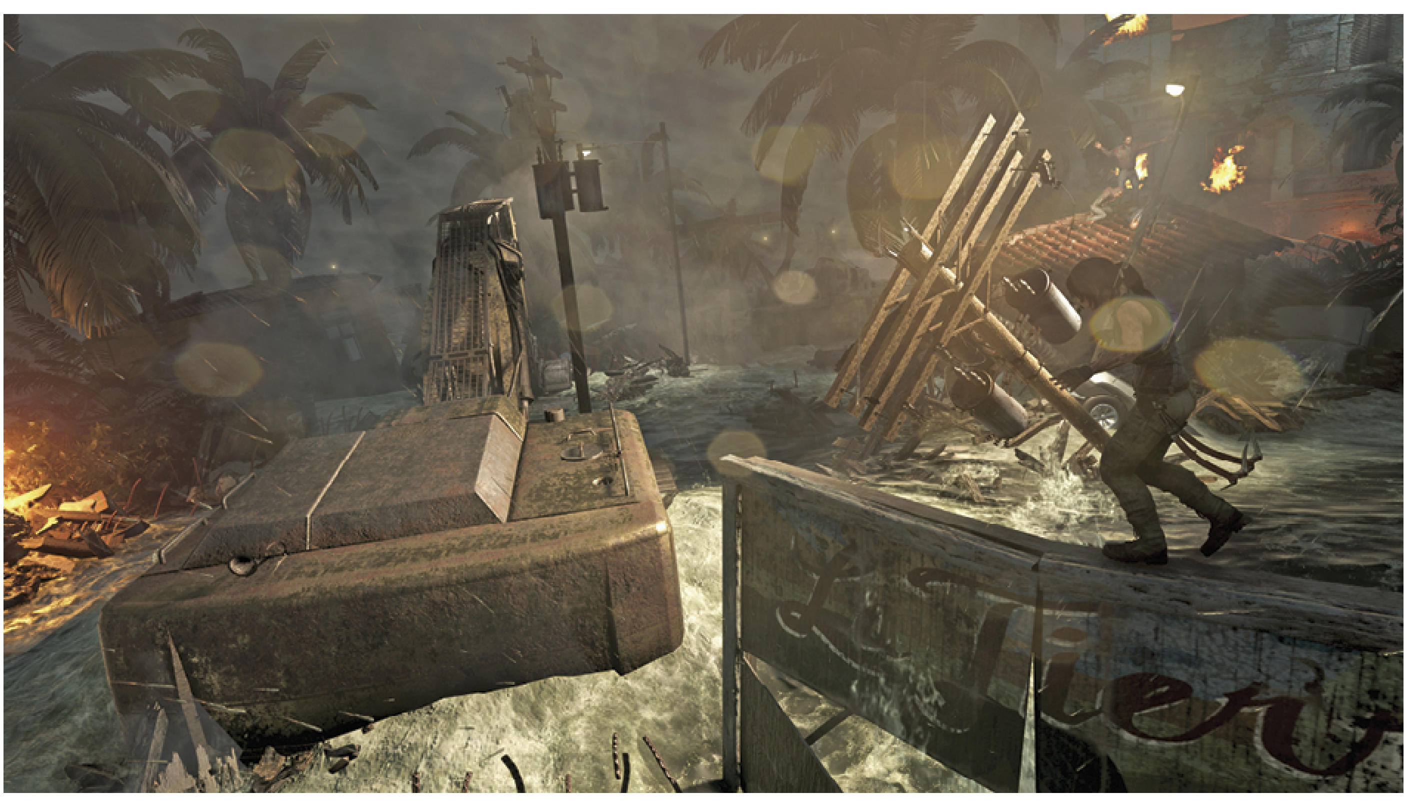


The path immediately splits, but it merges back together shortly. A toppled tree offers you a moment to catch your breath before releasing you to the side, where Lara grabs on to a door. Immediately push forward to move to the other door before a structure falls toward you. This forces you underwater.

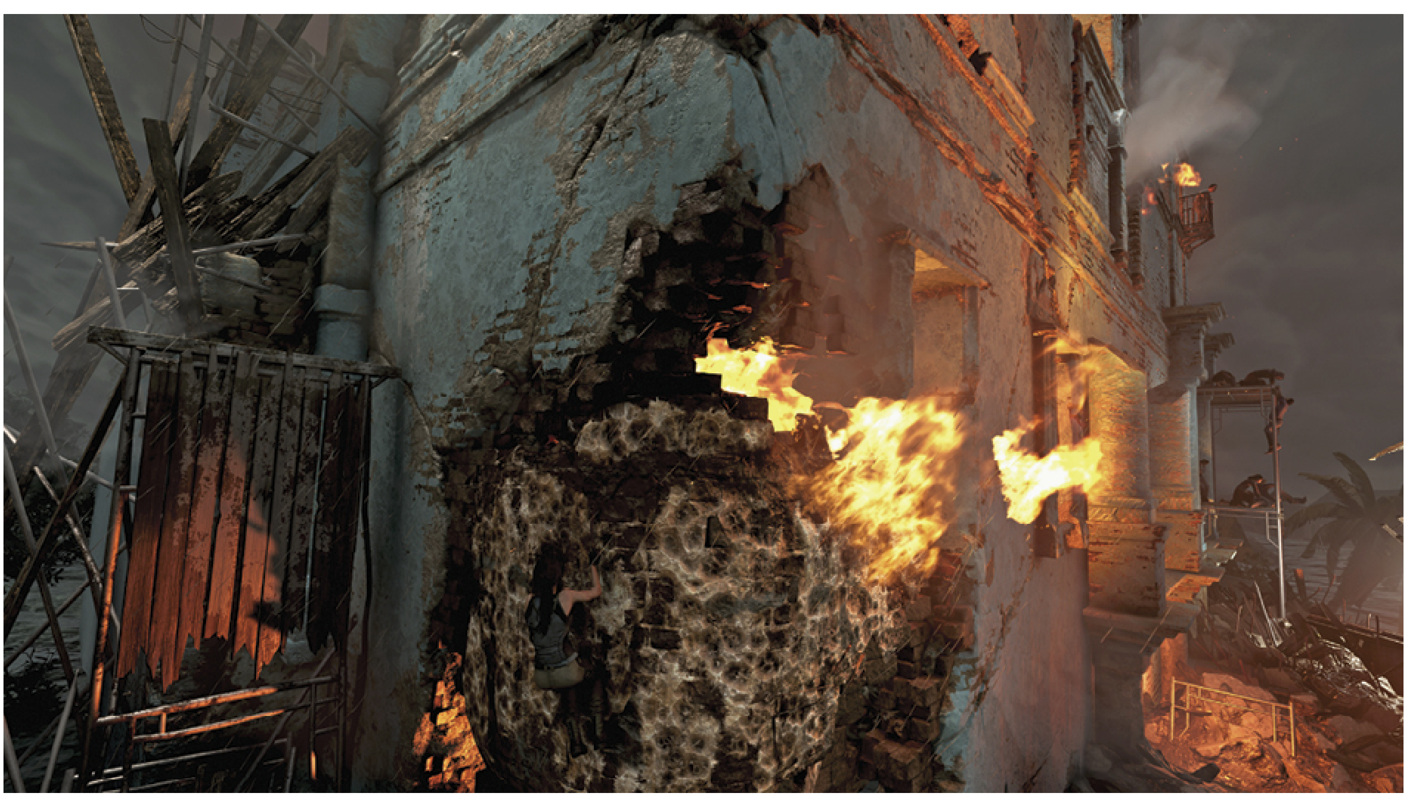


Enter the doorway and speedily swim through the store. Just before the next doorway, bubbles on the right signify a trapped air pocket. Take a breath before swimming to the exit. When Lara pulls out her climbing axe, rapidly tap the Interact button to force it open.

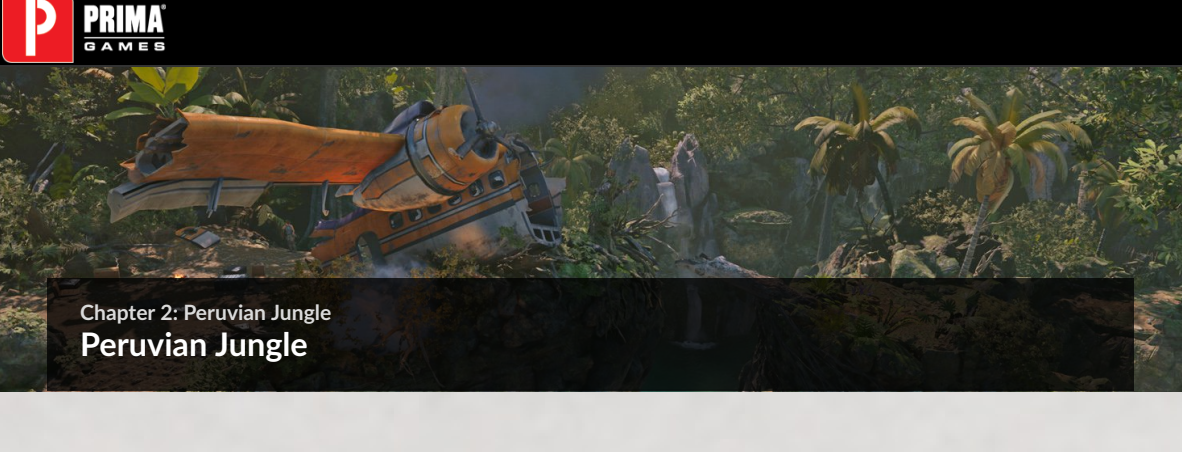
Swim into the delivery truck **(2)** ahead, and press the Melee Attack button when prompted to break the rear window. This returns you to the water surface, where you must continue to dodge debris. Eventually, Lara climbs onto a floating structure, but don't let up, as the rushing water and flying debris leave nothing safe for long.



Jump to the truck **(3)**, then to the top of the La Tierra billboard. Run left and continue to the backhoe. At the end of its arm, swing on the lamppost to reach the shelter. Swing across another lamp to reach a container as it passes by, before immediately leaping to a roof.



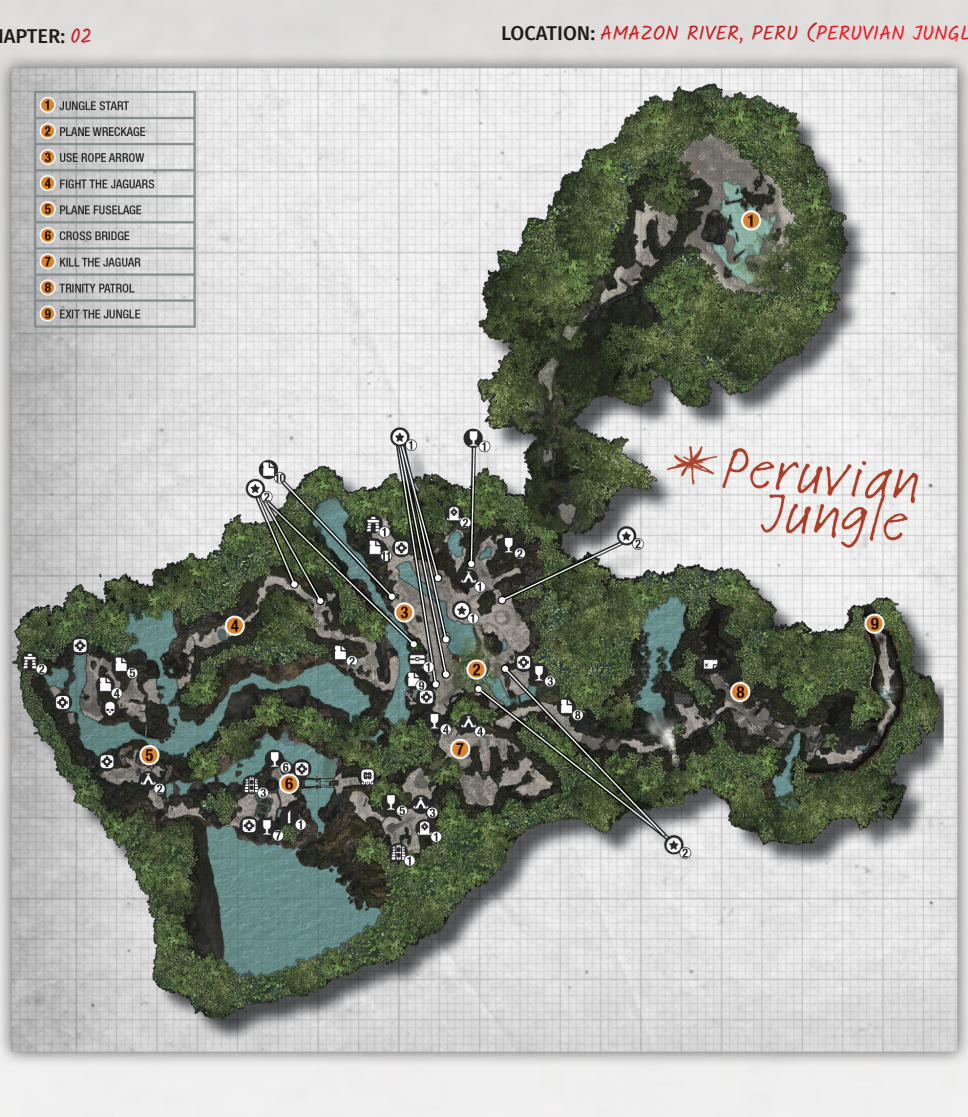
Grab on to the climbable wall ahead, and immediately move left around the corner as the structure crumbles in from the right. Leap left and scramble up the wooden planks. Scramble up the brick wall on the right and shimmy right along the ledge—mind the gaps along the way by jumping when necessary. At the window, jump up to the next ledge and continue onto the roof.



Chapter 2: Peruvian Jungle

Peruvian Jungle

CHAPTER: 02 **LOCATION:** AMAZON RIVER, PERU (PERUVIAN JUNGLE)



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission Giver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
6	2	0	2	1	2	9	13	7	9	1

MAIN STORY OBJECTIVES

- Look for Survivors
- Find Kuwaq Yaku

CHALLENGES

1. Flower Picker: Collect five plants from the canopy.
2. Ruffled Feathers: Hit four oropendola nests.
3. Bullseye: Hit every target with a ball.

CHALLENGE TOMBS (SKILL)

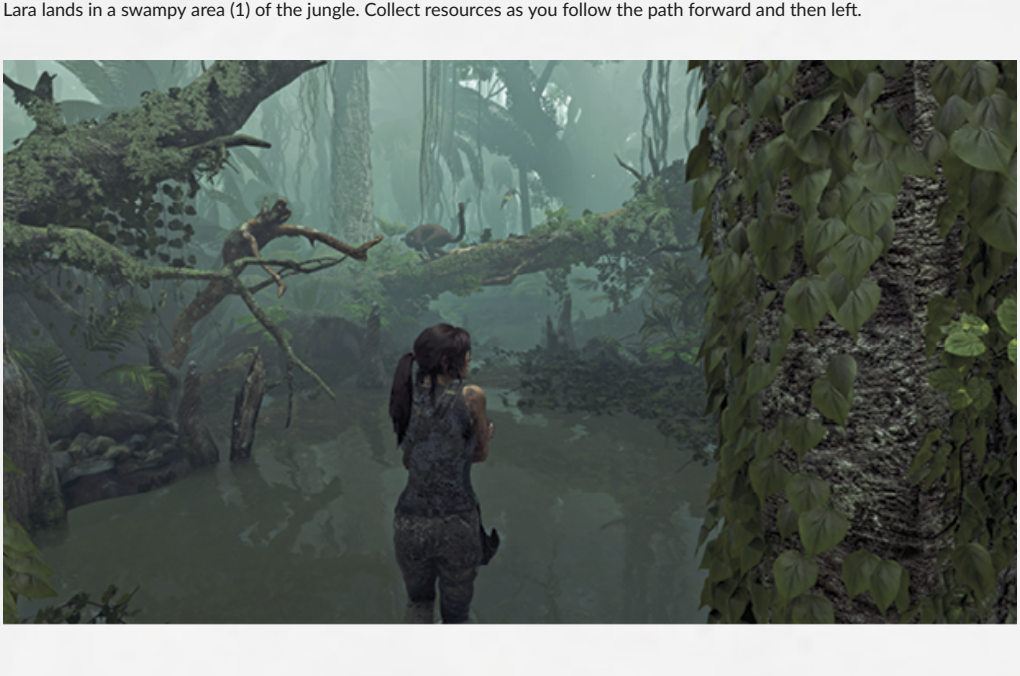
1. Underworld Gate (Eagle's Perch)
2. Judge's Gaze (Caiman's Heart)

CRYPTS (TREASURE)

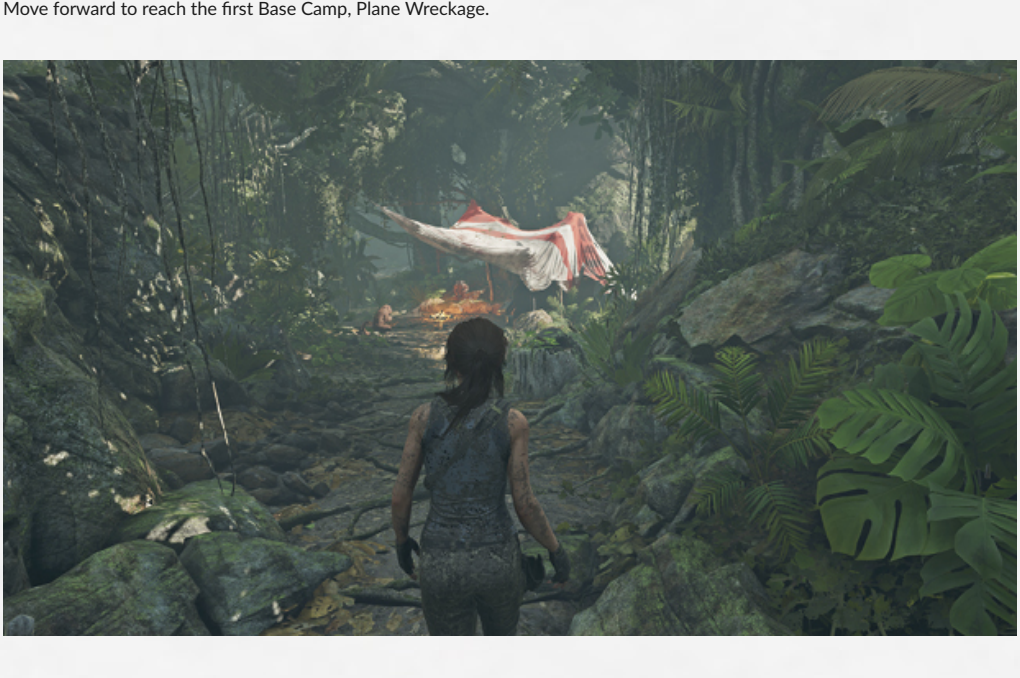
1. Urqu, the Scout (Vestige: Eveningstar's Boots)
2. Rimak, the Storyteller (Vestige: Eveningstar's Cape)

ROUGH LANDING — LOOK FOR SURVIVORS

Lara lands in a swampy area (1) of the jungle. Collect resources as you follow the path forward and then left.



Back to full health, climb the ledges and follow the narrow path under the waterfall. Jump to the perpendicular limb and on to the ledge ahead—press the Interact button if Lara loses her grip. Carefully tightrope across the twisted tree. At the far end, make one more leap toward the lone limb, as Lara swings over to a slippery embankment that leads into a puddle of mud. Move forward to reach the first Base Camp, Plane Wreckage.

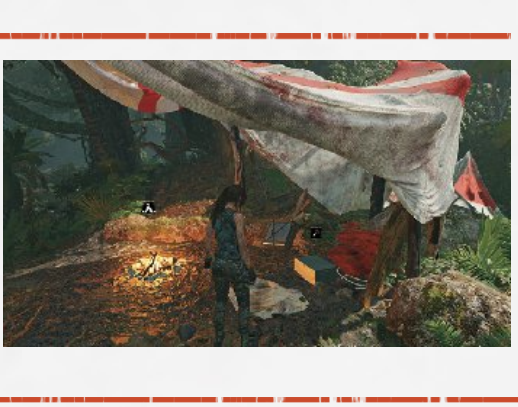


01 RELIC

FLIGHT LOG

- **Dialect: N/A**
- **Nearest Camp: Plane Wreckage**

Found right next to the Plane Wreckage Base Camp.

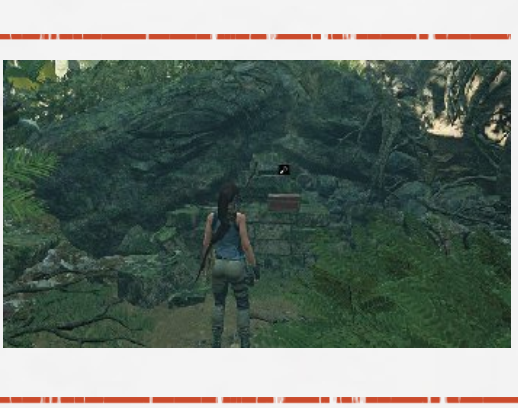


02 RELIC

HANDKERCHIEF

- **Dialect: N/A**
- **Nearest Camp: Plane Wreckage**

From the Plane Wreckage Base Camp, turn away from the plane wreckage and head down the dead-end path to find the Relic.



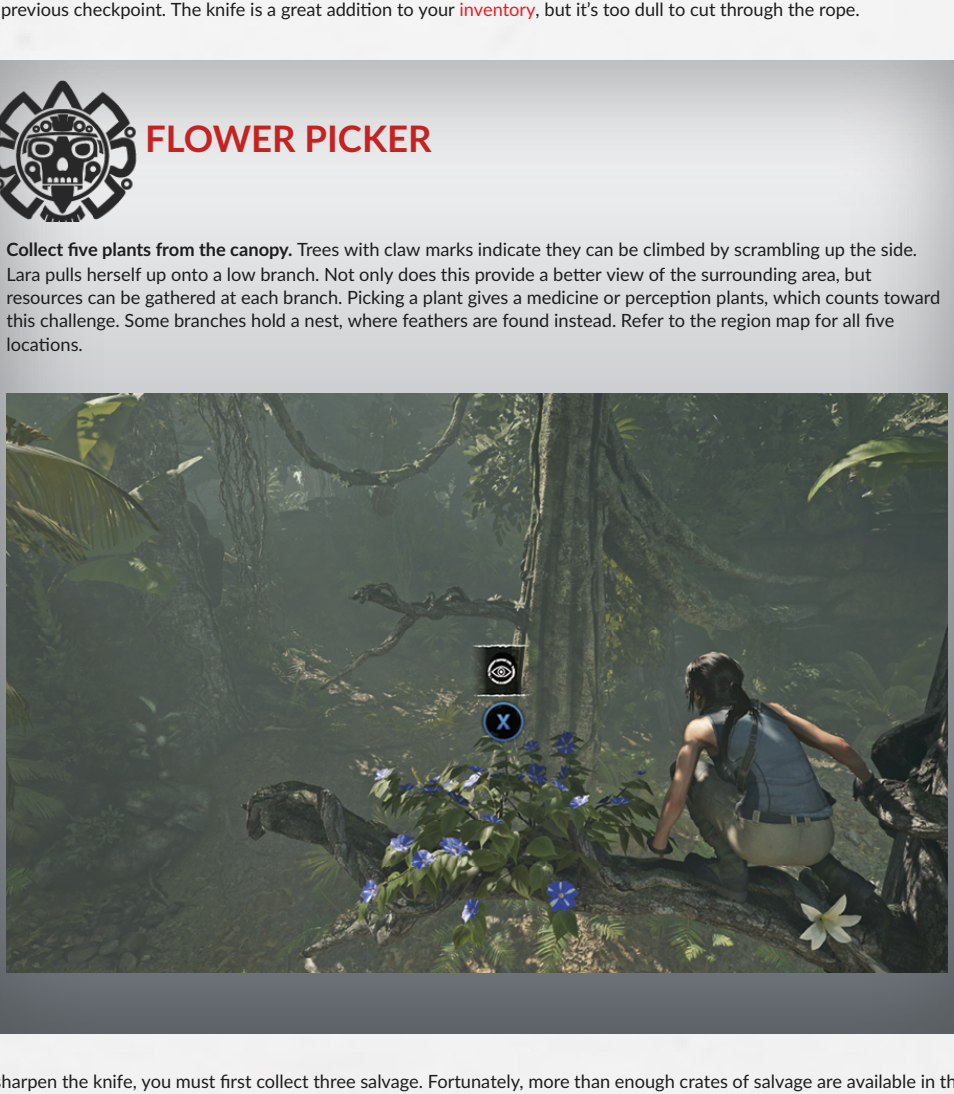
CUT DOWN THE CARGO

Head left where your cargo hangs above a pool of water, held up by two ropes. To get it down, you must find a knife capable of making the cut. Run around the left side of the water to the nose of the plane (2). Attempting to pull out part of the propeller causes the wreckage to slip into the water, so dive in after it.

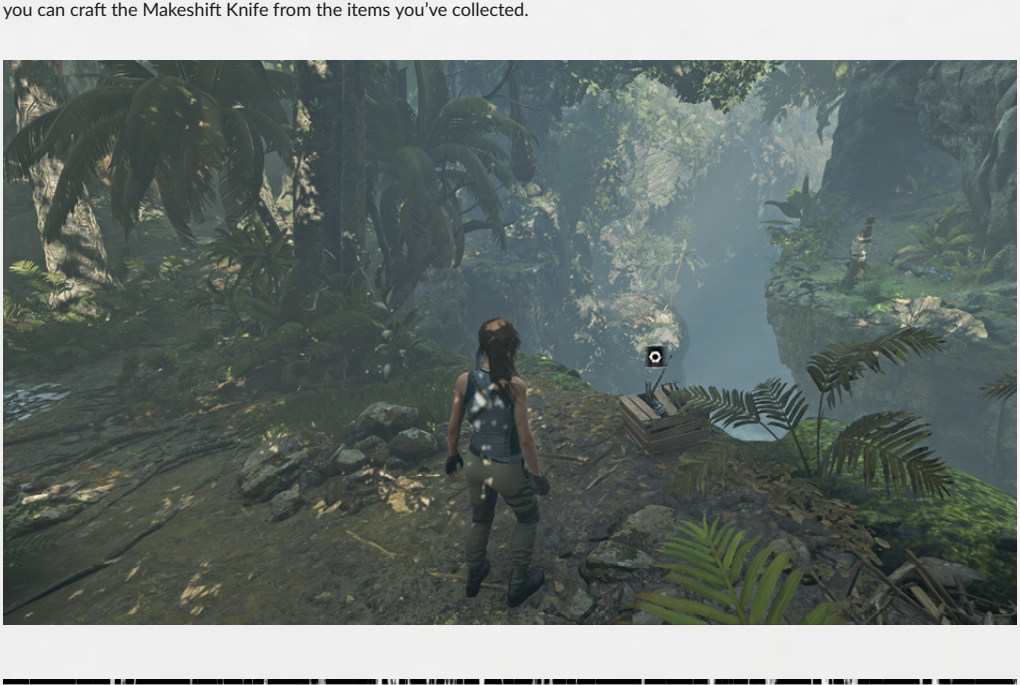
Interacting with the propeller gets the attention of a moray eel that wraps Lara up in its lethal grip. After she manages to free the blade, rapidly press the Interact button to loosen the eel's grip and exit the water. If you fail to free yourself, you restart at the previous checkpoint. The knife is a great addition to your inventory, but it's too dull to cut through the rope.

FLOWER PICKER

Collect five plants from the canopy. Trees with claw marks indicate they can be climbed by scrambling up the side. Lara pulls herself up onto a low branch. Not only does this provide a better view of the surrounding area, but resources can be gathered at each branch. Picking a plant gives a medicine or perception plants, which counts toward this challenge. Some branches hold a nest, where feathers are found instead. Refer to the region map for all five locations.



To sharpen the knife, you must first collect three salvage. Fortunately, more than enough crates of salvage are available in the immediate area, and the dull knife is able to pry them open. Find the first crate as soon as you exit the water, and then search the plateau next to the water and near the cliff. Once you have three salvage, return to Base Camp and select Inventory. Now you can craft the Makeshift Knife from the items you've collected.



NEW EQUIPMENT: MAKESHIFT KNIFE

The knife has more uses than cutting rope and collecting resources from crates. Sneak up on enemies and use the knife to perform stealth kills. Carve up dead animals for their hides. After learning the appropriate Skill, use it to gather resources from titan beetles and spiders.

Return to the cargo, and cut the rope next to the water and a second on top of the small plateau on the left. This brings the cargo crashing down on the far side of the water. Open the long case to find the Recurve Bow and a radio.

NEW EQUIPMENT: RECURVE BOW AND ROPE

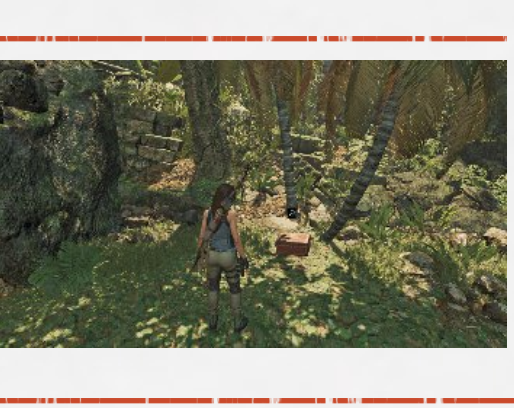
The Recurve Bow provides a silent weapon for Lara that can be used to hunt wildlife and fight enemies from long range. Hunt capybaras, rabbits, and birds in the jungle to gain a small amount of XP and valuable resources. The basic silent arrows can be crafted from hardwood and feathers at any time by holding the primary Fire button. You're once again capable of using rope arrows.

03 RELIC

VIDEO CAMERA

- **Dialect: N/A**
- **Nearest Camp: Plane Wreckage**

From the location where Lara had to cut the elevated rope holding up her gear, turn around and you should see a hanging vine which she can use to swing to a new area. Alternatively, once Lara has the Climbing Axe, there are two craggy surfaces to choose from that both lead to the elevated ridge with the Relic.

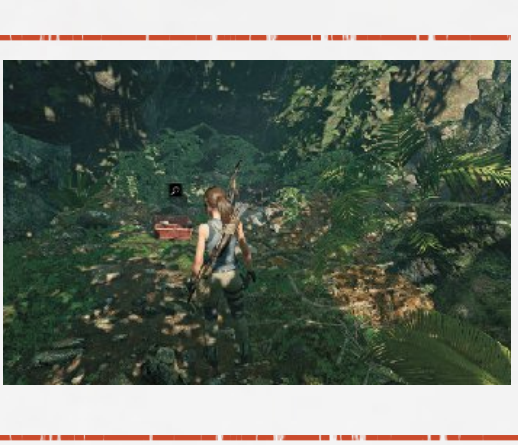


04 RELIC

SEXTANT

- **Dialect: N/A**
- **Nearest Camp: Plane Wreckage**

This Relic requires Lara to climb the nearby tree, then jump toward the cliff edge. After pulling herself up, the Relic is directly in front of her.

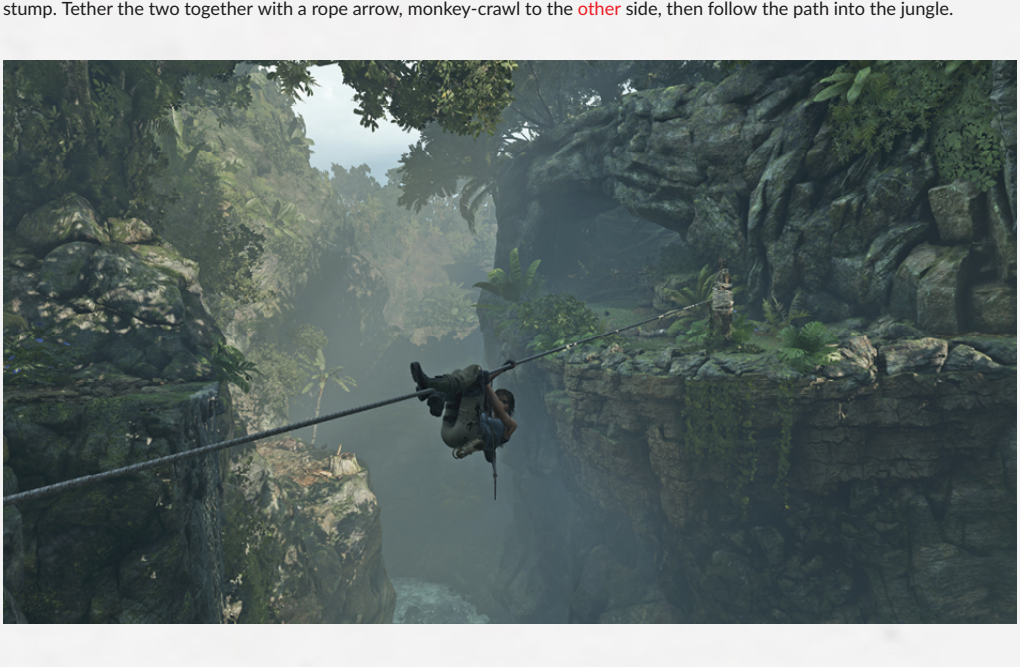


RUFFLED FEATHERS

Hit four oropendola nests. After receiving the bow, look straight ahead to spot a bird nest hanging over the ravine, and hit it with an arrow. Keep an eye out for three more nests like this one, and hit them to complete the challenge. All four nests hang near your current location and are marked on our region map.

CROSS THE RAVINE

Step over to the tree stump (3) wrapped in white rope next to the cliff, and look across the ravine to find a second similar tree stump. Tether the two together with a rope arrow, monkey-crawl to the other side, then follow the path into the jungle.

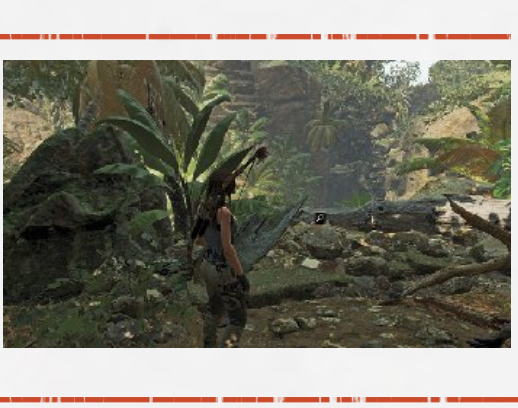


02 DOCUMENT

SISIMITE

- **Dialect: N/A**
- **Nearest Camp: Plane Wreckage**

On the way to the Jaguar's Den there is a small area to the left with an animal carcass and this Document.



Continue up the hill and drop off the ledge ahead, which cuts you off from the previous area for now. Forge ahead, where you run into a pair of ferocious jaguars. They leave you alone at this time, but you must find a way out of their territory.

FIGHT THE JAGUARS

Follow the trail through the narrow opening, up a short ledge, and down into an enclosed area (4). The two jaguars have pinned you in. Fortunately, only one feline attacks at a time, but their swipes cause a fair amount of damage. Supplies are available in the area, so gather when possible and heal when low on health.

Continually scan the area for the jaguars; they have several entry points, including behind you. The pair take turns approaching Lara, often pacing back and forth before attacking. Watch for a jaguar to push off with all four paws and swipe with its sharp claws. Evade just before the swipe to avoid taking damage. Be sure to heal if the cats get in a couple of successful attacks.

The goal is to stay alive until finally, one of the jaguars pins Lara to the ground. Wiggle the left stick back and forth to escape its grasp, at which point Lara jams her knife into its skull. Fortunately, the second jaguar leaves the area without harming her further.

REACH THE CRASH SITE

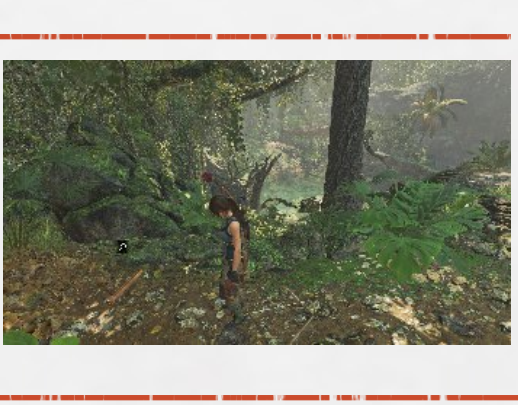
Scramble up the far wall and follow the trail up a couple of more climbs, where you spot another section of the plane on a high cliff ahead. Climb the scarred tree, hop over to the rocky plateau, and climb the ledges to the left. Walk out onto the tree and use the branch to swing into the fuselage (5). This leads to the Plane Fuselage Base Camp, Jonah, and the climbing axes.

05 DOCUMENT

JACK'S JOURNAL 3

- **Dialect: N/A**
- **Nearest Camp: Plane Fuselage**

The path leading up to the branch which Lara jumps into the Plane Fuselage from overlooks a small area with this Document.



NEW EQUIPMENT: CLIMBING AXES

Finally, the climbing axes are in your inventory, opening up many new abilities and opportunities. Dislodge gold and jade, bust through weak walls and pry barriers, and climb craggy surfaces. Together with the rappel wire, the Grapple Axe allows you to rappel and grab on to a climbable surface, metal hook, or vine by throwing the axe.

CRYPT AVAILABLE

South of the Plane Fuselage Base Camp, a crypt is now accessible. Refer to the "Crypts" section after this walkthrough for more information.

- **Eye of the Eagle** - Perception plants allow Lara to sense animals and natural resources throughout the environment.
- **Heart of the Jaguar** - Endurance plants reduce damage from enemy melee and ranged attacks.
- **Scales of the Serpent** - Focus plants improve reaction responses and slow down time when aiming.

ROUGH LANDING — FIND KUWAQ YAKU

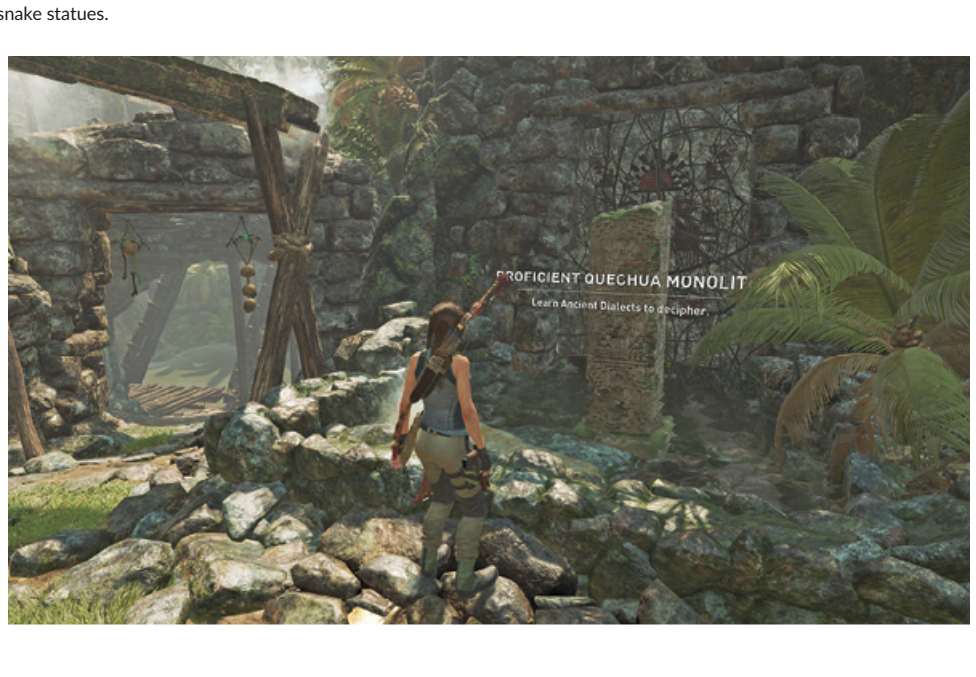
With Jonah by your side, your objective switches to finding the nearby village of Kuwaq Yaku. Once you're ready to move on, assist Jonah with the removal of the tree that blocks the path, and continue forward until you find an old irrigation system and a Monolith.

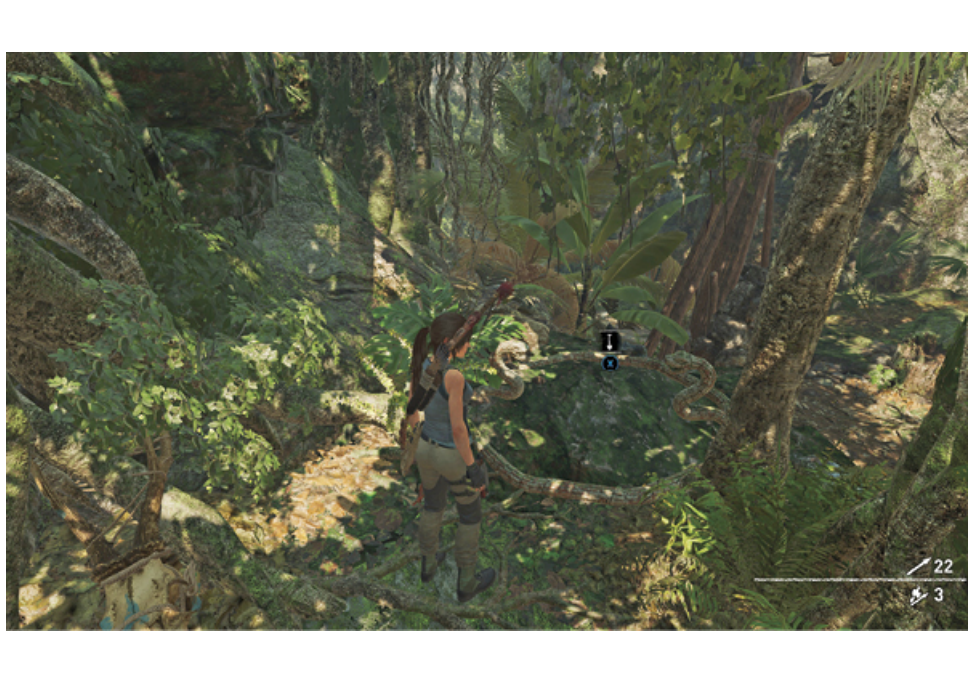
01 MONOLITH

QUECHUA 01

- **Dialect: Quechua**
- **Nearest Camp: Plane Fuselage**

The Peruvian Jungle's sole Monolith is found leading into the area with the bridge controls. It requires a level one knowledge of the Quechua language, and its treasure can be found just up the stairs to the right, between the two small snake statues.



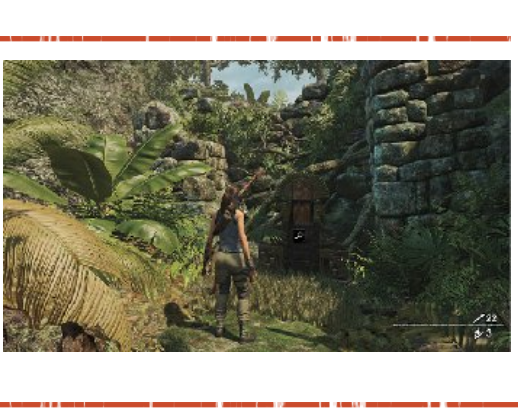


03 MURAL

KON

- **Dialect: Quechua**
- **Nearest Camp: Plane Fuselage**

Found across from the Monolith, before entering the bridge control area.

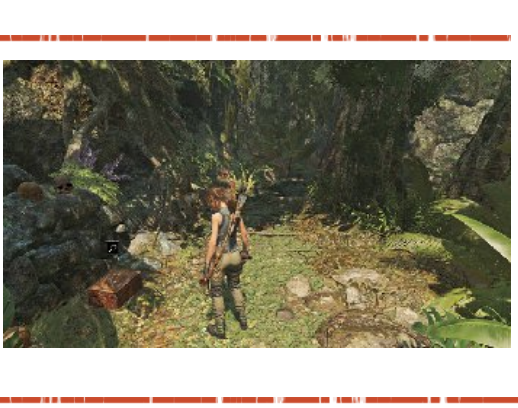


07 RELIC

BOWL OF POWDER

- **Dialect: Quechua**
- **Nearest Camp: Plane Fuselage**

Find this up the stone steps before entering the area with the bridge controls, between the Quechua Monolith and the two stone snakes where the Monolith's treasure lies.

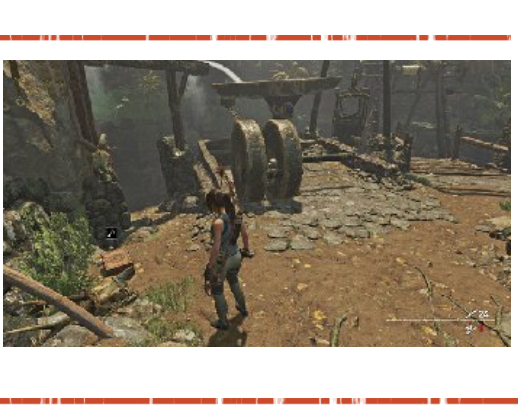


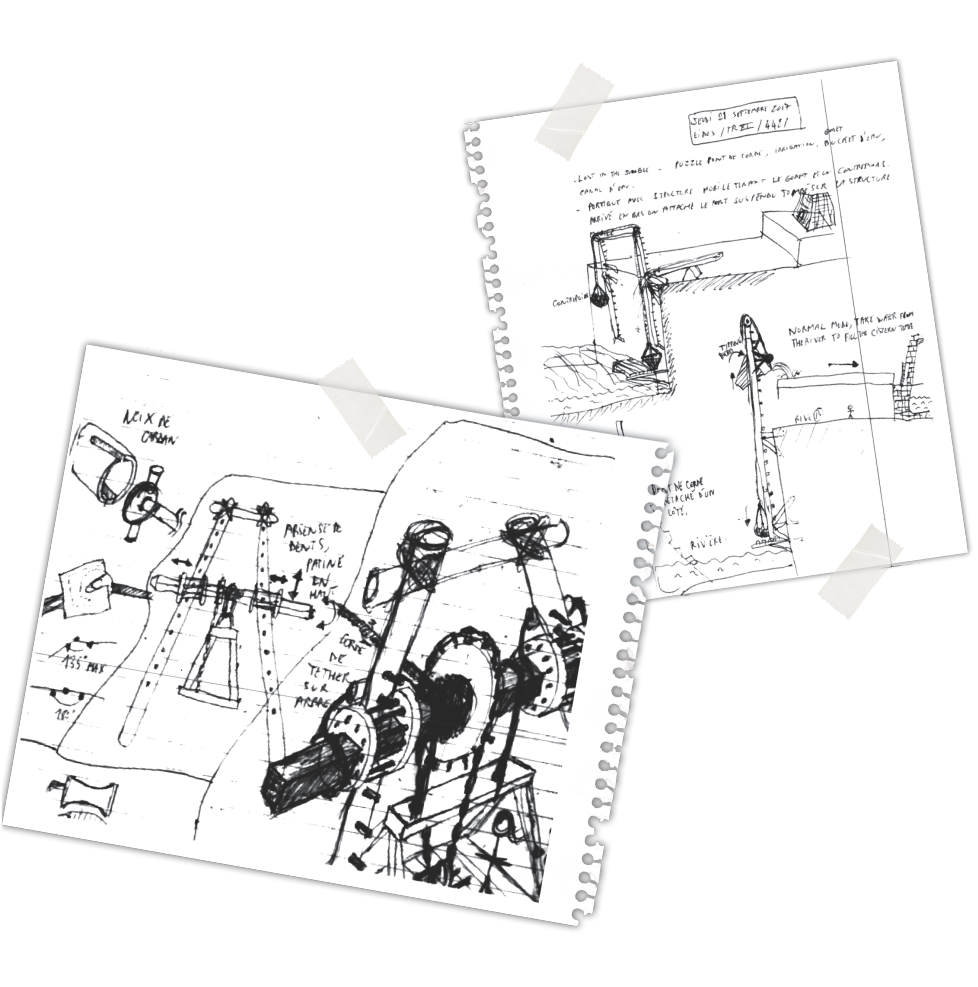
06 RELIC

LLAMA FIGURINE

- **Dialect: Quechua**
- **Nearest Camp: Plane Fuselage**

Directly to the left of the wheel Jonah pushes to activate the bridge.





Move up the steps to find a bridge (6) that's currently down. You must manipulate the counterweights to create a path across the ravine.

MONOLITHS

Each Monolith has a required level, such as Proficient or Fluent in one of the three Ancient Dialects (Mam, Quechua, and Yucatec). Finding specific Relics, Documents, and Murals increases the three Ancient Dialects. If the requirement is met, interacting with the Monolith reveals a clue that leads to the location of hidden riches. Find the clue and approximate location by highlighting the Monolith on the map.

- Run left and climb the ladder to find a lever. Grab it and pull backward to start the water flowing.
- Drop down and interact with another lever connected to a wheel, as Jonah joins in. Push it all the way forward and observe the result.
- Again, push it all the way forward and quickly run to the right. Drop off the far side to bypass the steps, turn around, and approach the coil of rope ahead.
- Tether the rope to a second coil on the bridge, which causes it to rise into place.

Now you can hop over to the bridge and enter the temple ahead, where a stele provides a new Skill called Eye of the Eagle. Use perception plants to craft and consume Perception. Exit right and follow the trail until you drop down near the Jungle Ruins Base Camp.

HERBAL MIXTURE SKILLS

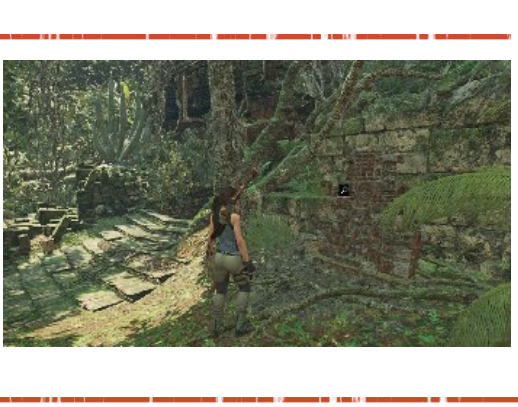
The stele gives you the Eye of the Eagle skill. Two more skills are also unlocked, but must be purchased with skill points. Upgrade skills also become available for purchase for each of these skills. Hold the Heal button to open the herbal mixtures list, and then press the indicated button to consume the plant and activate the skill.

01 MURAL

DEATH LORDS

- **Dialect: MAM**
- **Nearest Camp: Jungle Ruins**

Find this Mural off to the side from the stone steps of the ruins in the same area as the Jungle Ruins Base Camp.

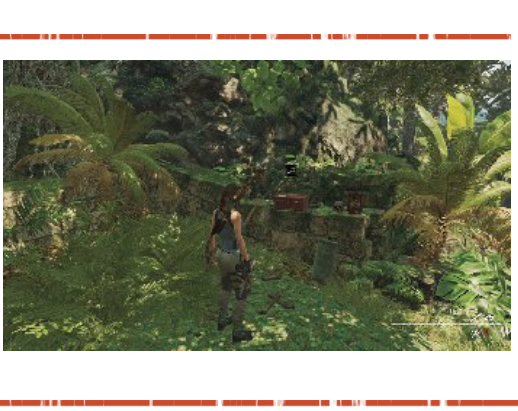


05 RELIC

PISTOL PARTS

- **Dialect: N/A**
- **Nearest Camp: Jungle Ruins**

This Relic is but a few steps from the Jungle Ruins Base Camp.

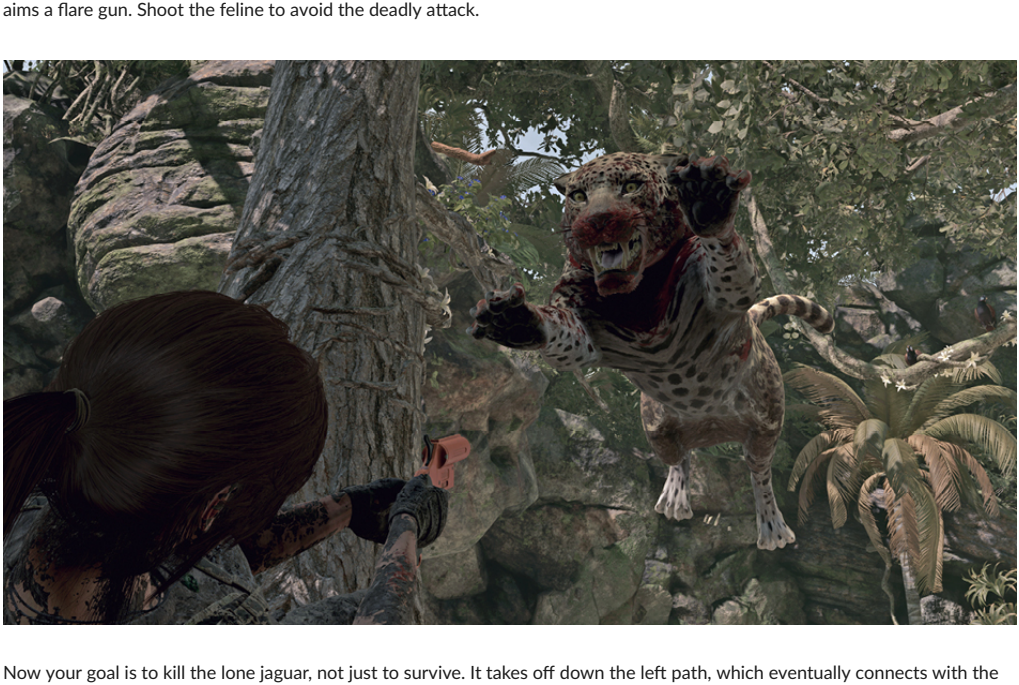


CHALLENGE TOMB AVAILABLE

The Underworld Gate challenge tomb is found near this Base Camp. Feel free to attempt it while the story has you in the area, or return later with fast travel. Refer to the "Challenge Tomb" section later in this chapter.

KILL THE JAGUAR

Explore the area to find valuable resources and collectibles before following the nearby steps down to a temple. Interact with another barrier, but this time a jaguar (7) surprises Lara—trapping her alone. It immediately pounces, but Lara automatically aims a flare gun. Shoot the feline to avoid the deadly attack.



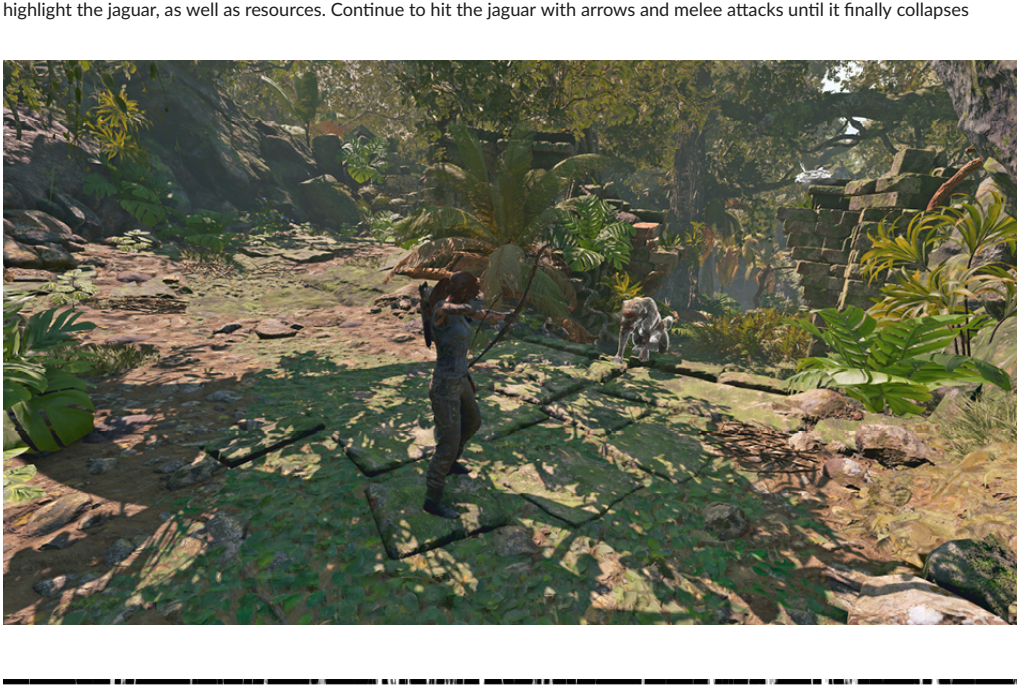
Now your goal is to kill the lone jaguar, not just to survive. It takes off down the left path, which eventually connects with the ledge on the right. Therefore, if you remain at the start, there are two entry points. The battle area is fairly extensive with multiple levels, a couple of climbable trees, and several connections. A plethora of resources is available, so stock up when you get the chance.

Always keep the jaguar in your sights, or all possible entry points. When fighting on the ground, stay clear of the bushes for a better view. When it lunges toward you with paw outstretched, evade to the side. It's possible to get in a quick melee attack. The jaguar also has a powerful jump attack, where it leaps at you with two paws outstretched. Roll out of range and quickly strike as it recovers.

If the jaguar pounces on top of you, rapidly wiggle the left stick back and forth. When the big circle shrinks into the shaded area, press the indicated button to damage the foe and escape its grasp. If you miss the button press, the jaguar gets in a fatal attack.

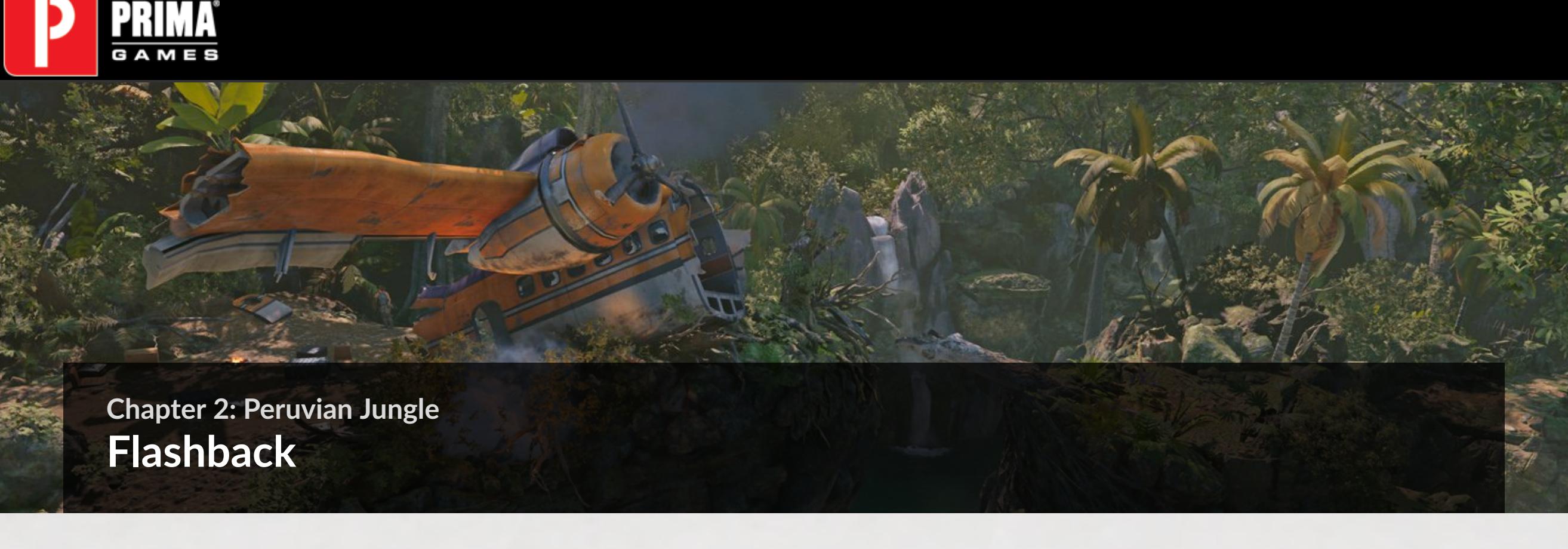
The two trees provide great vantage points, but the jaguar will knock you out after some time. There's time to line up a couple potshots, but if you hear it climbing the tree, quickly dismount to the ground.

At the farthest point from the start, stand with your back to the corner for a great view of two entry points. Use Perception to highlight the jaguar, as well as resources. Continue to hit the jaguar with arrows and melee attacks until it finally collapses



NEW OUTFIT: VEST AND BOOTS OF THE EMPRESS JAGUAR

By defeating the jaguar, you obtain a new vest and boots that can be equipped at the Outfits tab of the Inventory screen. The vest lowers enemy awareness. The boots make movement quieter for better stealth. Other outfits are found as you complete specific objectives, but some must be crafted, which requires resources. Refer to the "Outfits" section of our Inventory chapter for details on how and when to obtain them all.



FLASHBACK

CROFT MANOR

LOCATION: CROFT MANOR, 142 ABBINGDON ROAD, GUILDFORD, SURREY, ENGLAND, AL9 5NQ

BRAVE ADVENTURER — ENTER THE CASTLE

01 DOCUMENT

HAND DRAWN MAP

- **Dialect: N/A**
- **Nearest Camp: N/A**

Automatically obtained as soon as you take control of young Lara.

Artifacts can be found around the big trees in the picnic area, throughout the playground, and next to the red wagon. Pick up one of the black balls and heave it onto the play pirate ship, near the crow's nest.

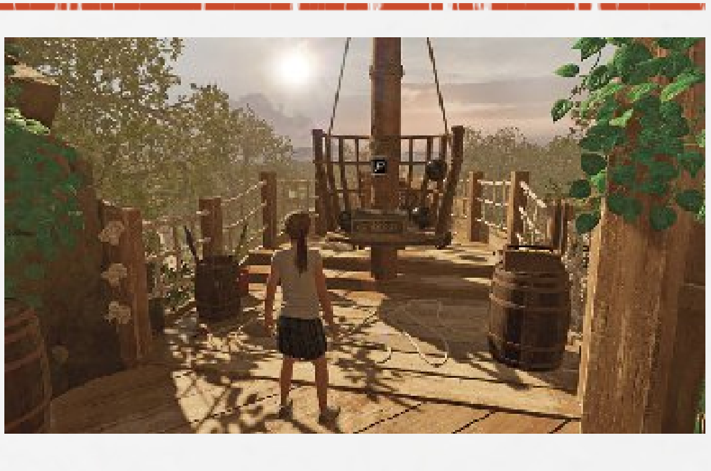
Toss a second ball in the same area. Climb up to the ship and throw two balls into the crow's nest, if not already there. This gives you access to another relic.

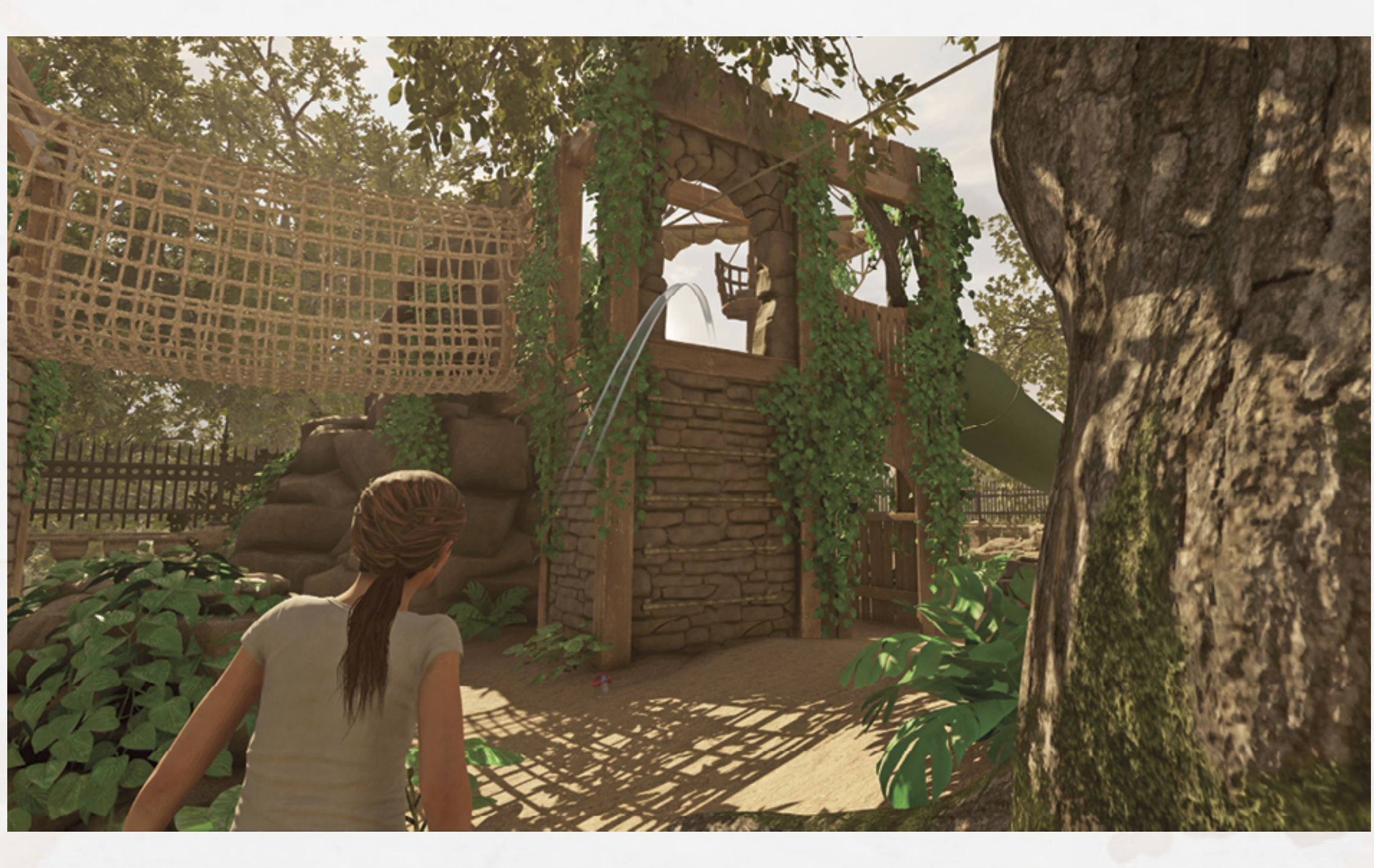
01 RELIC

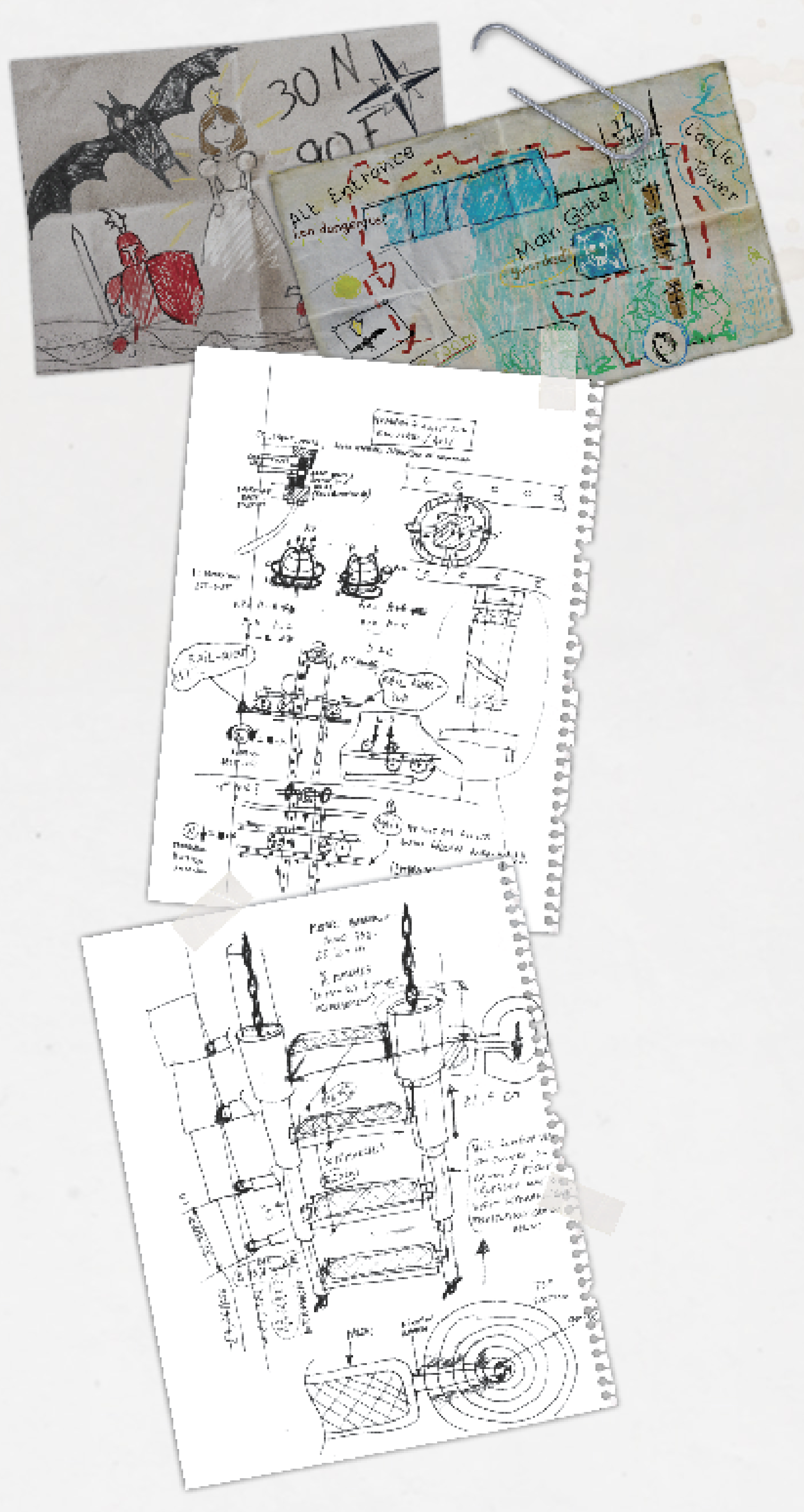
FAMILY PHOTO

- **Dialect: N/A**
- **Nearest Camp: N/A**

By bringing down the crow's nest with the weighted balls, Lara will be able to access a chest with this "relic" inside.

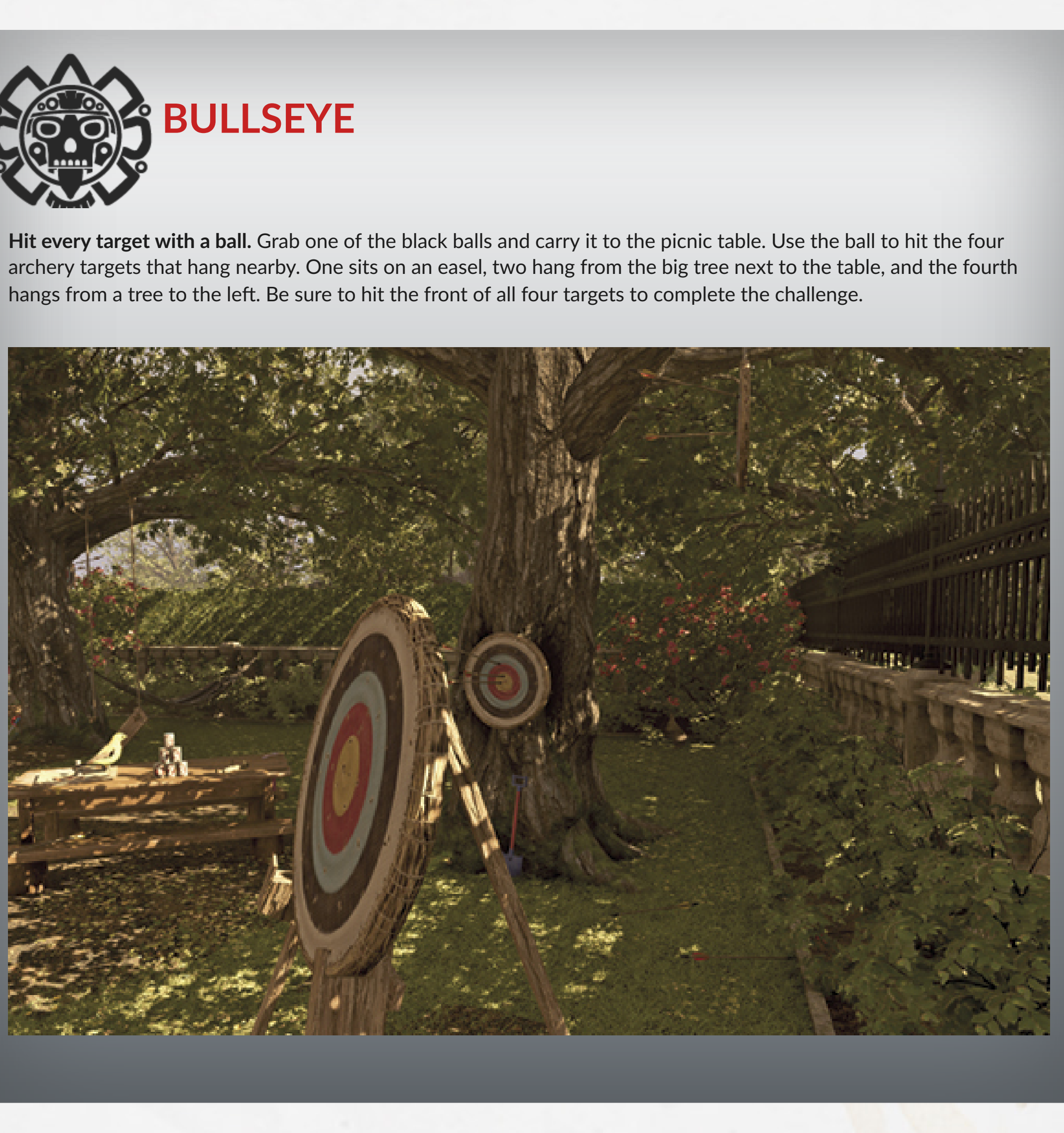






BULLSEYE

Hit every target with a ball. Grab one of the black balls and carry it to the picnic table. Use the ball to hit the four archery targets that hang nearby. One sits on an easel, two hang from the big tree next to the table, and the fourth hangs from a tree to the left. Be sure to hit the front of all four targets to complete the challenge.

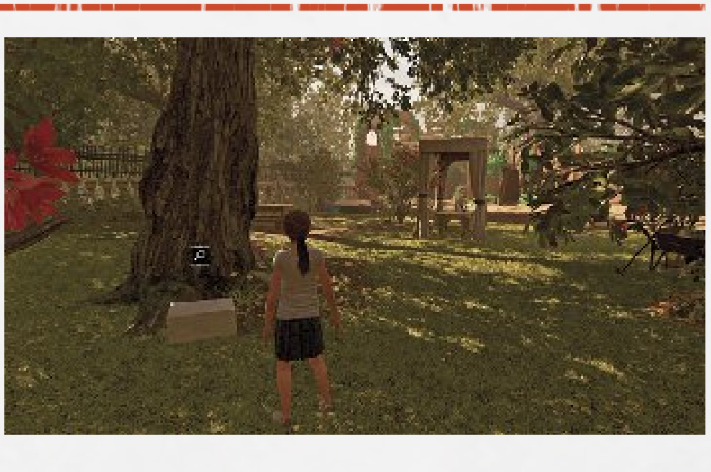


02 RELIC

WHITE QUEEN

- **Dialect: N/A**
- **Nearest Camp: N/A**

Found in the far corner away from the mansion and play area, near the archery set.

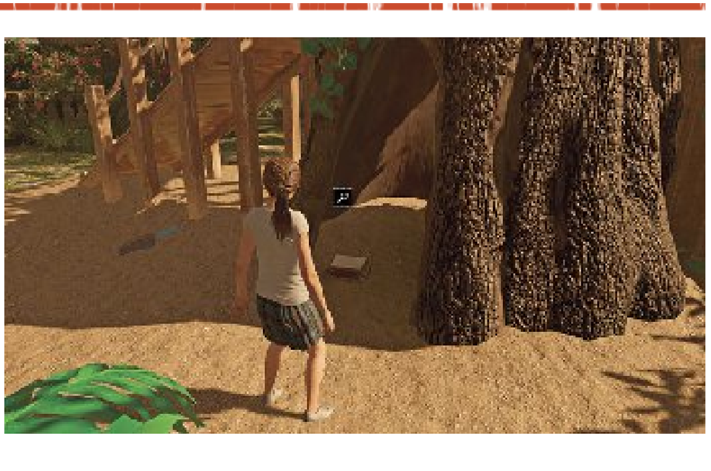


02 DOCUMENT

LETTER TO WINSTON

- **Dialect: N/A**
- **Nearest Camp: N/A**

Found inside the hollowed out tree in the front garden, before Lara ascends the mansion walls.

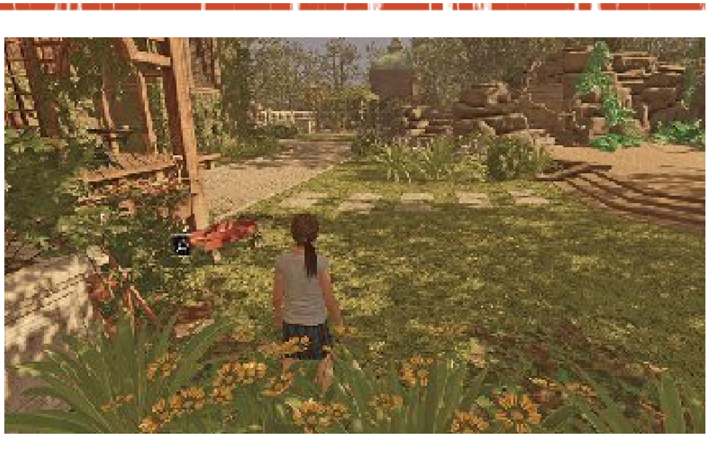


03 DOCUMENT

LETTER FROM WINSTON

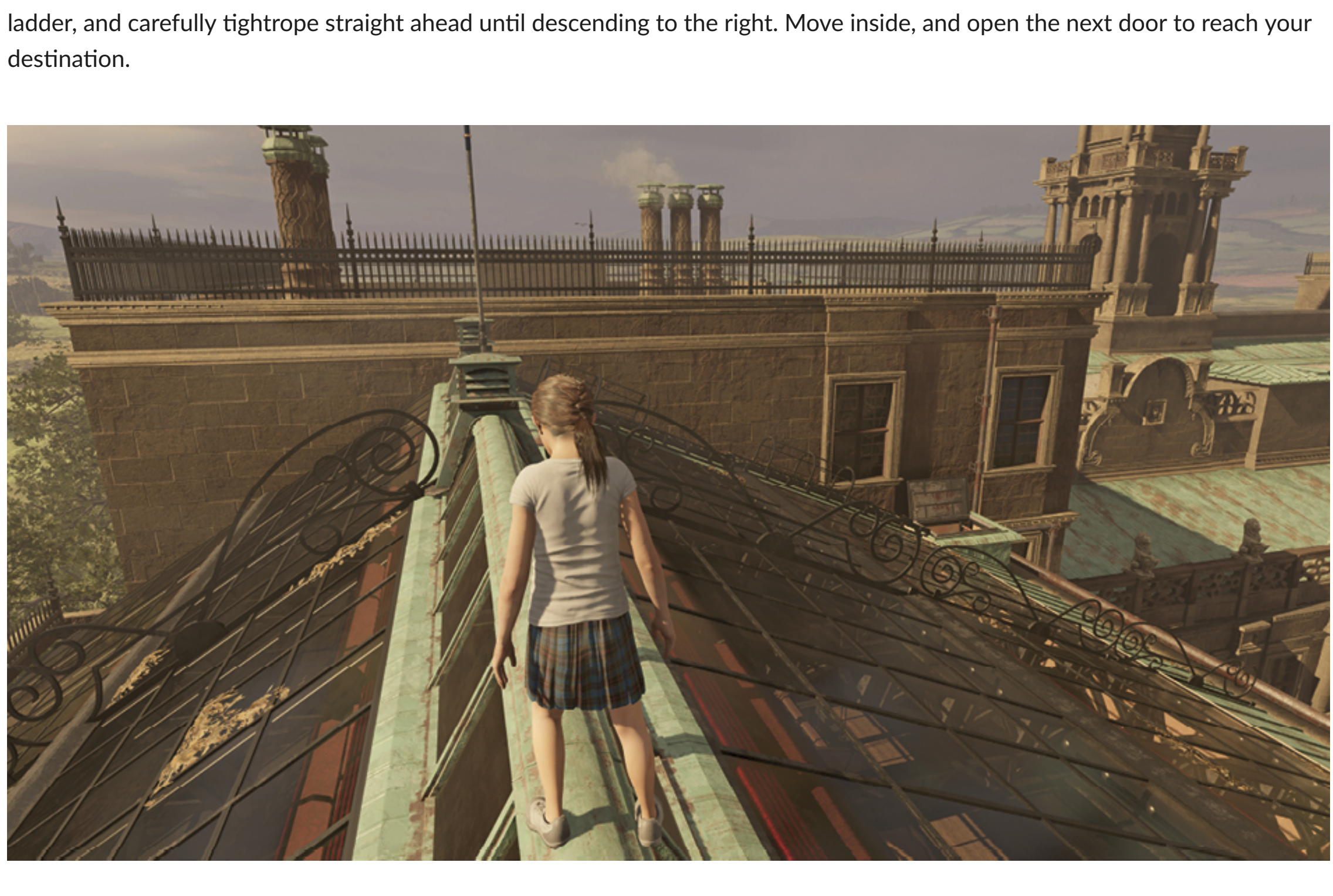
- **Dialect: N/A**
- **Nearest Camp: N/A**

Found by the bushes at the front of the mansion, near a red wagon.



At the objective beacon, climb the lattice tunnel to the side of the manor, walk past the open window, and climb the trellis next to the wall. Make your way around to the right and up until you reach the open shutter. Continue up the "C" and shimmy along the gutter to the right.

Back on the side of the manor, climb up and right until Lara climbs onto the roof. Squeeze through the parapets, climb the ladder, and carefully tightrope straight ahead until descending to the right. Move inside, and open the next door to reach your destination.



04 DOCUMENT

ENGIMATIC CLUES

- **Dialect: N/A**
- **Nearest Camp: N/A**

Automatically obtained upon entering the White Queen puzzle room.

FREE THE WHITE QUEEN

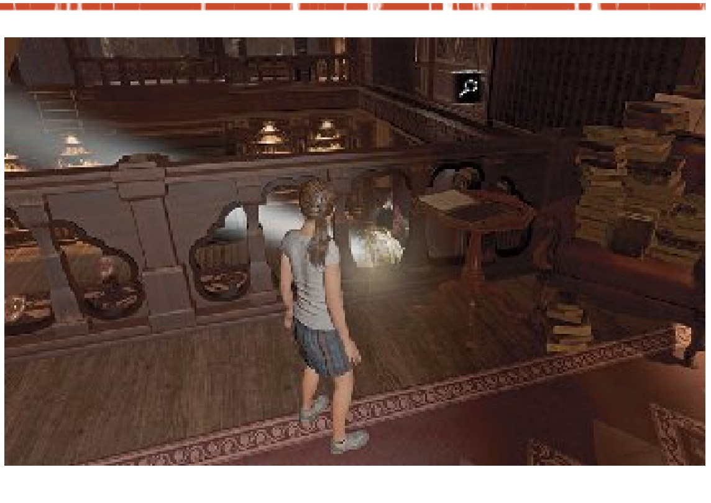
Run over to the globe on the far side of the room, where two cranks control the longitude and latitude. Turn them counterclockwise until 30° N and 90° E are inside the circle. This lowers a ladder on the far side of the room. Climb it and search to the left to find a Document. Run to the far side of the balcony, and turn another crank clockwise until the bat's wings are completely unfurled.

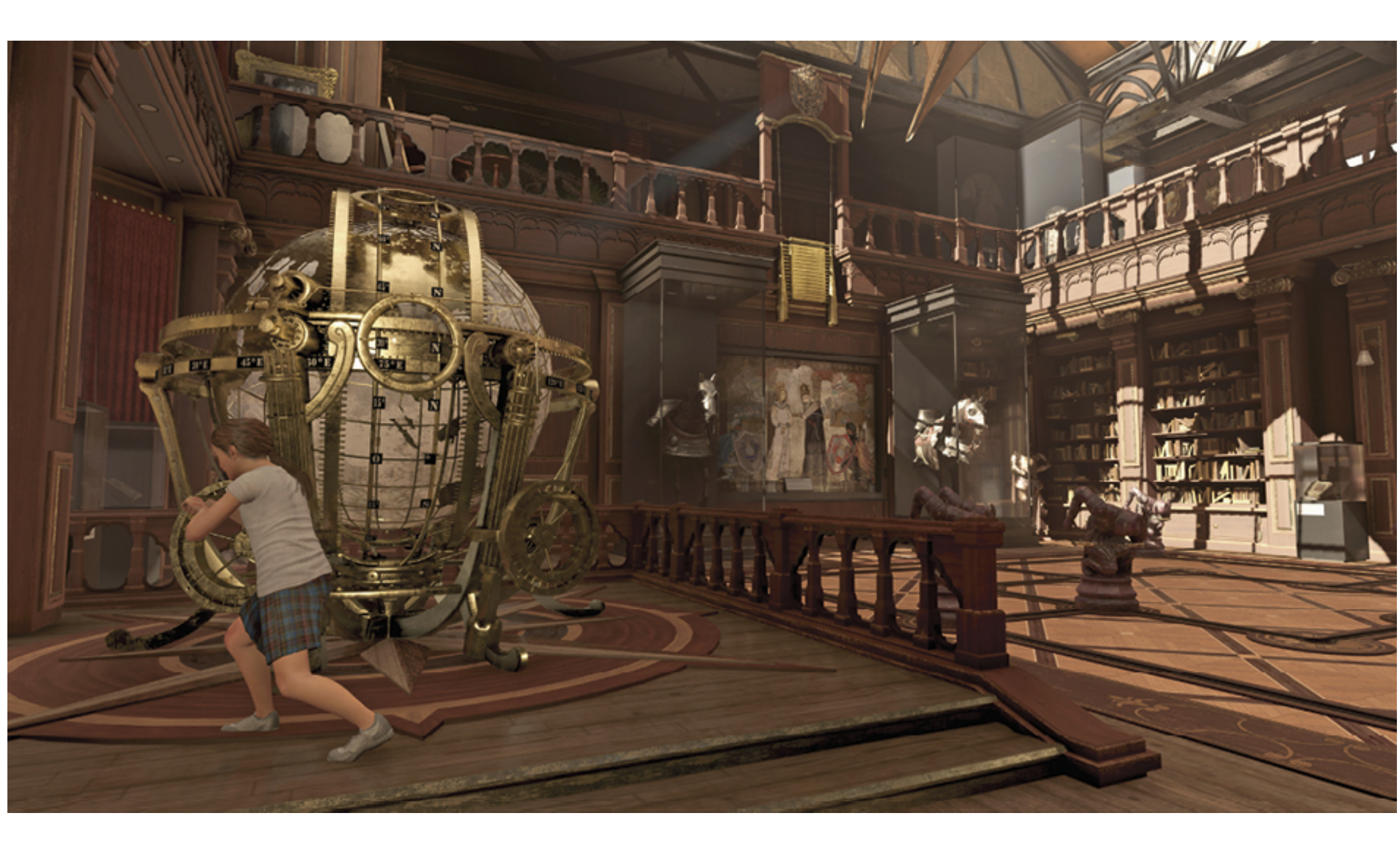
05 DOCUMENT

LETTER TO CONTRACTOR

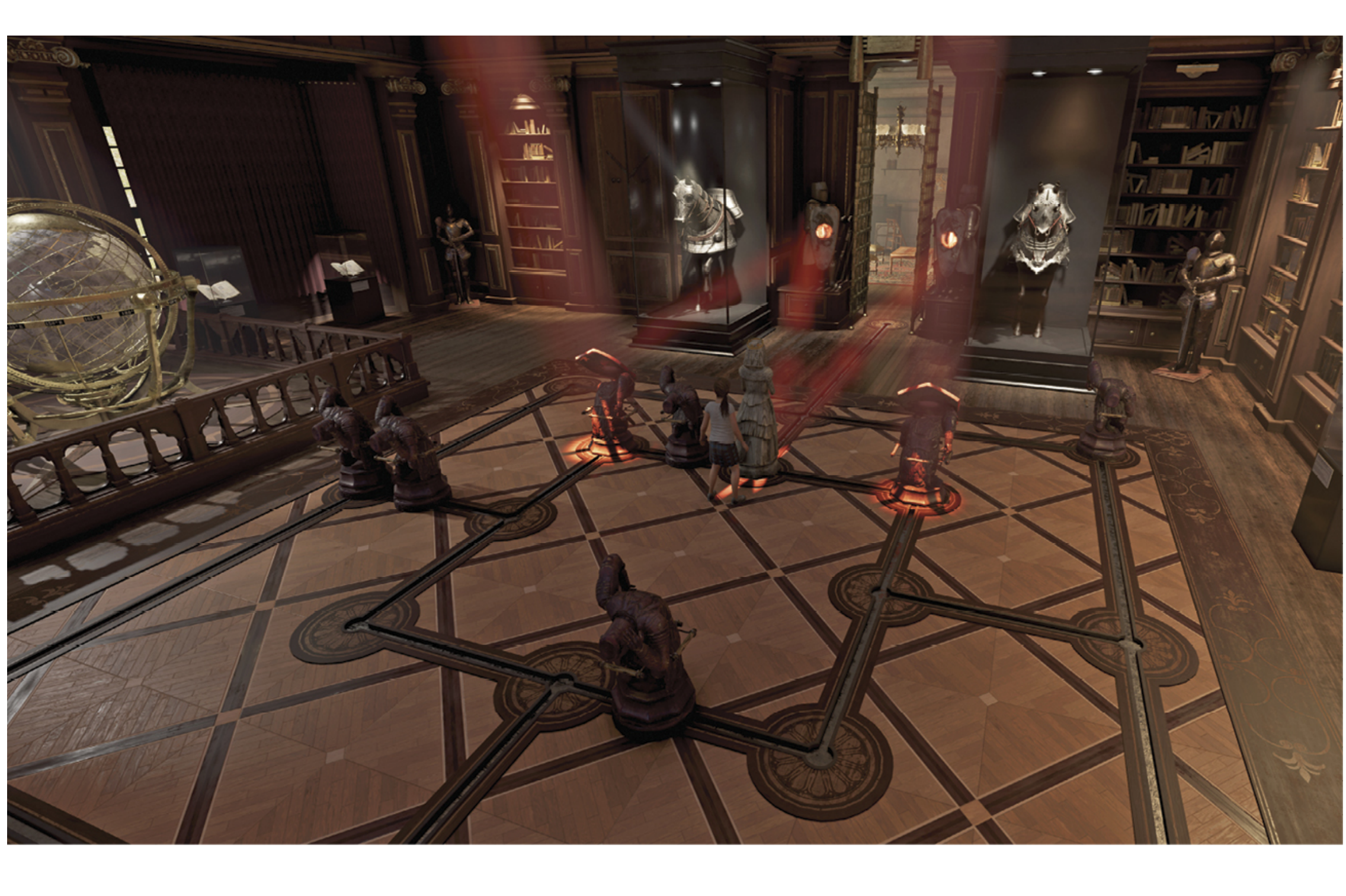
- **Dialect: N/A**
- **Nearest Camp: N/A**

After setting the coordinates in the globe, this document can be found to the left upon climbing the newly lowered ladder.





Now you must move the two shielded guards into position to reveal the White Queen. Move them so that the light reflects onto the shields on the wall. It doesn't matter how you get the pieces into their correct positions. The soldiers without shields can go anywhere, even between the circles. Here's a quick solution:



- Move the piece closest to the entrance forward two spots.
- Next, move the three inner soldiers out of the way, between the nodes. The next closest to the entrance goes right; move the piece on the left side of the inner square left. Move the one in the corner of the inner square right.
- Now you have a clear path to move the back shielded guard into the far-left corner of the inner square.
- Finally, pull the White Queen so that it stands between the two guards, revealing the Forbidden Tomb. Step inside to complete the flashback.

Chapter 2: Peruvian Jungle

Peruvian Jungle cont.

WHERE THE TWINS CONFER — FIND KUWAQ YAKU

Lara wakes next to the Jaguar Den Base Camp. Collect what resources you can carry, and hunt some animals if you wish. Once you're ready to proceed, find Jonah and help him with another blockage. Follow the path right until you reach a log that crosses the water to the left. This returns to the starting area.

CHALLENGE TOMB AVAILABLE

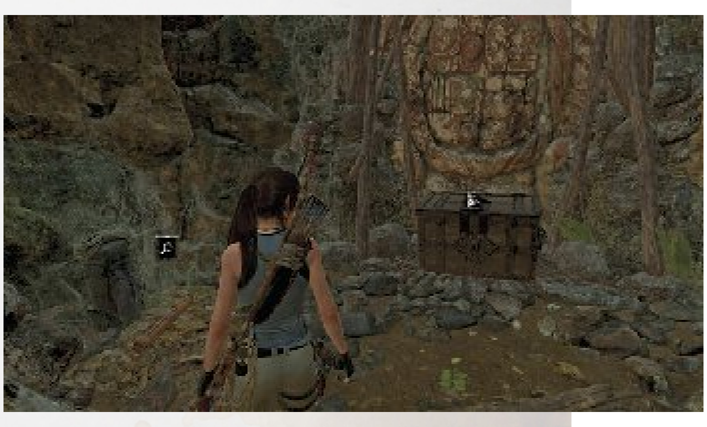
With access to the Plane Wreckage Base Camp and the climbing axe in your inventory, you can now attempt another challenge tomb, Judge's Gaze.

10 DOCUMENT

FAWCETT'S LAST LETTER

- **Dialect: N/A**
- **Nearest Camp: Plane Wreckage**

Found next to the Treasure Chest.



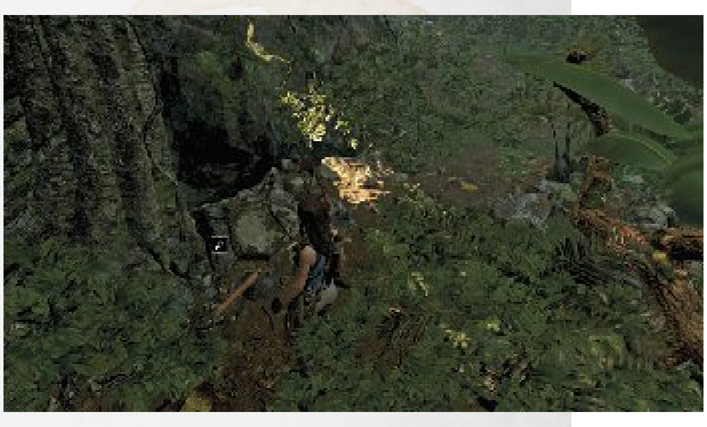
When you're ready to continue the story, rejoin Jonah and follow the right path over a waterfall to a lone shack. Collect the items inside before finding a road ahead.

08 DOCUMENT

JACK'S JOURNAL 4

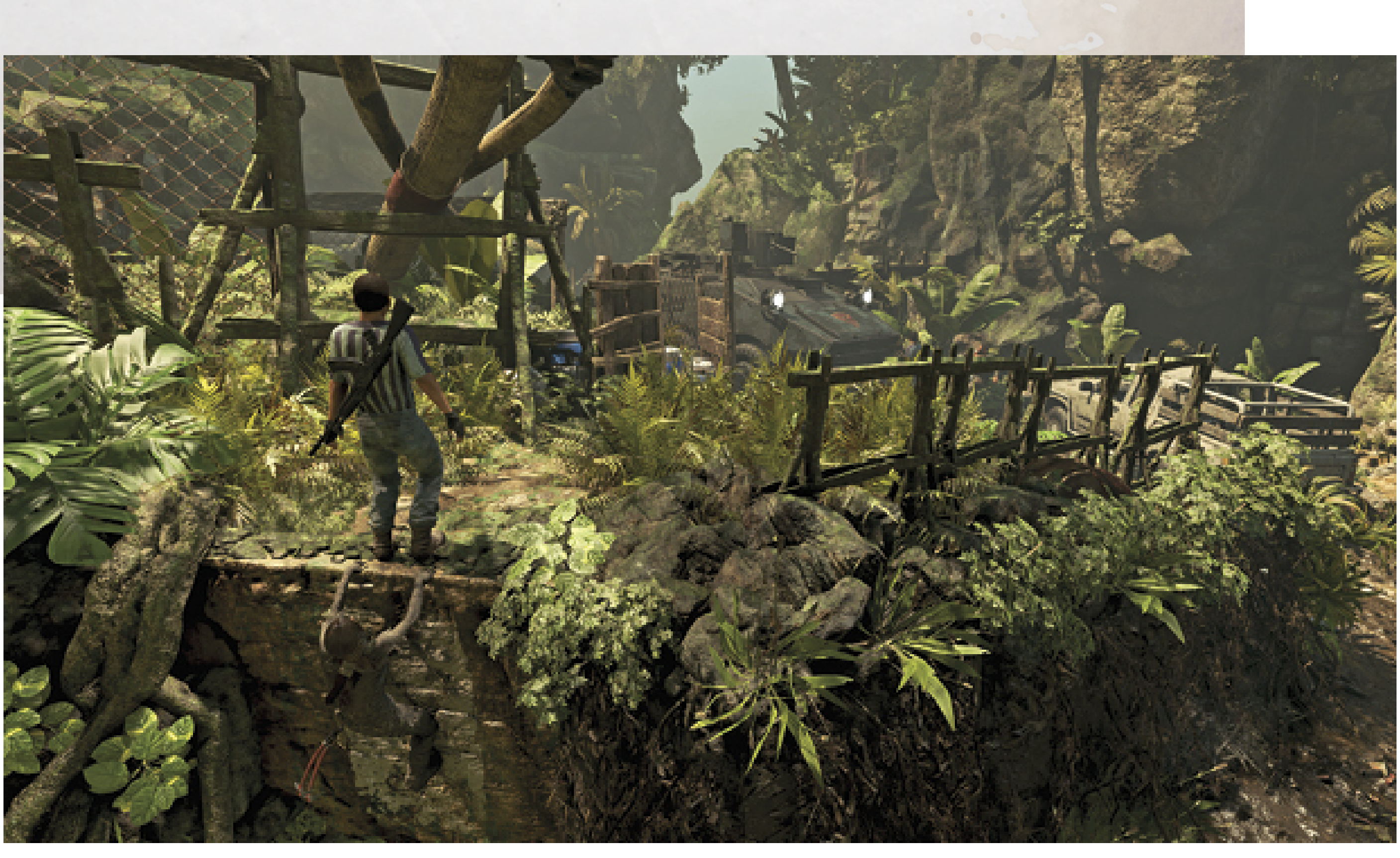
- **Dialect: N/A**
- **Nearest Camp: Jaguar's Den**

Tucked away in the bushes off the side of the path between the Jaguar's Den and Kuwaq Yaku.

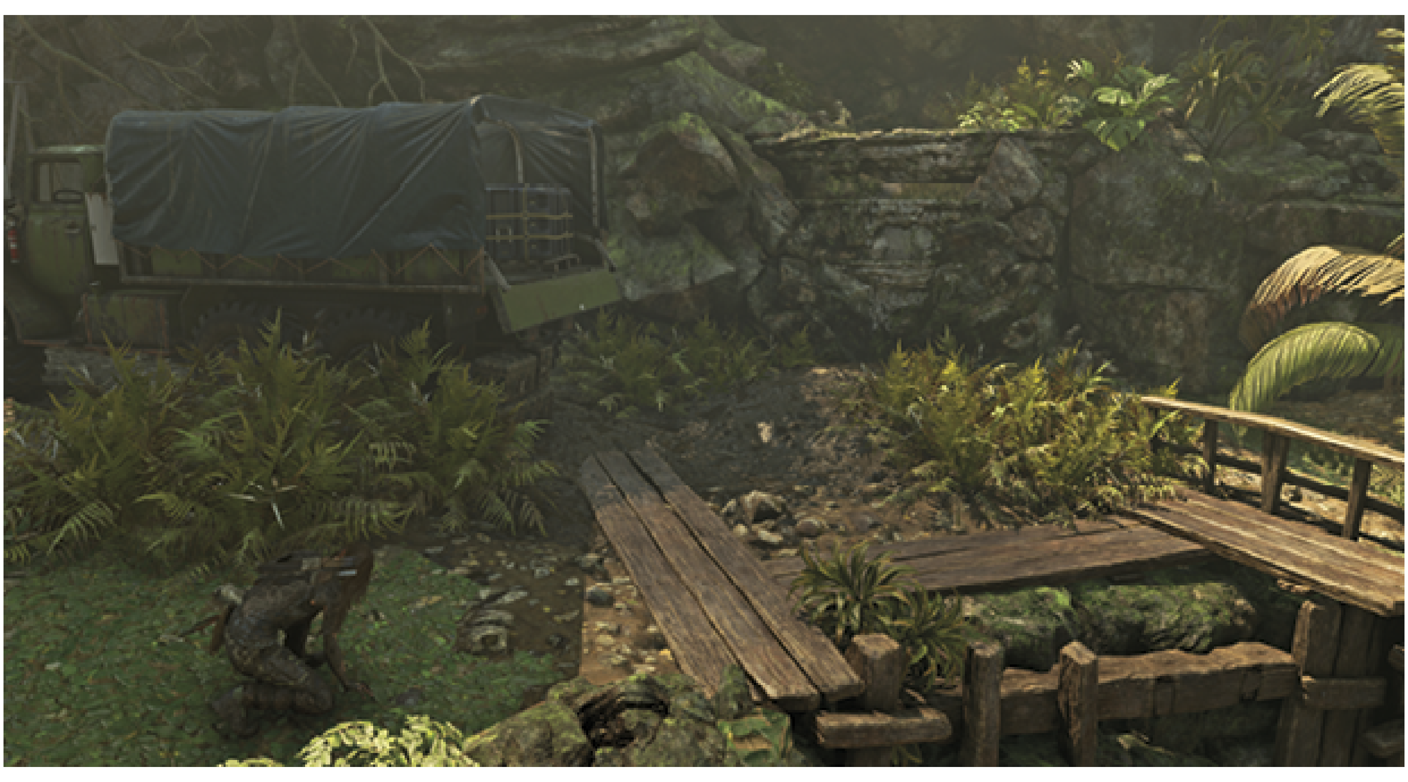


GET PAST THE TRINITY PATROL

A group of Trinity soldiers (8) attempts to free a stuck APC, blocking your path to the village. Lara smears on some mud and hides in the mud-covered wall. Perform a stealth takedown on the first soldier, then turn left. At the dead end, scramble up the right wall and pull the second soldier down.



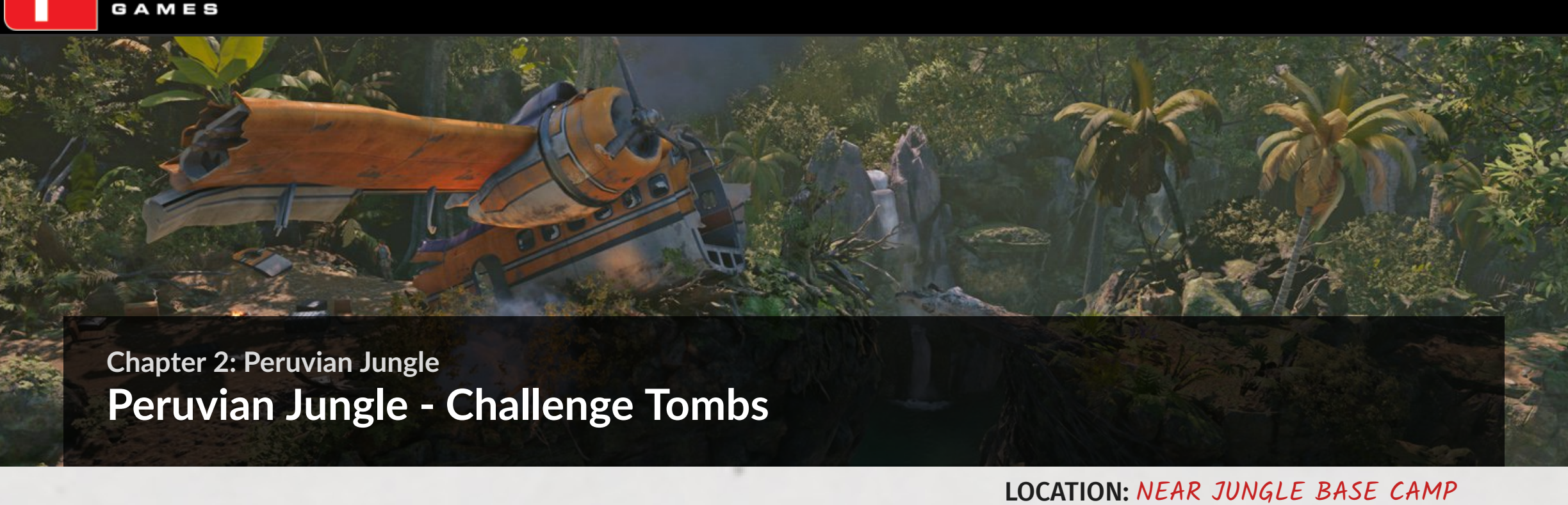
Join Jonah behind the APC. At the front of the vehicle, they take down two more soldiers. At this point, two armored soldiers move into the area. Wait for one to get close enough for a stealth takedown, then move through the concealment bushes until you can make the final kill.



Spot a truck parked at the fence ahead and search inside to find assault rifle ammunition. Behind the vehicle, climb the ledges, where two remaining soldiers provide you with the assault rifle and semi-auto pistol. Cut through the tunnel, loose a fire arrow at the flammable barrier, and continue down the hill to reach Kuwaq Yaku (9). Fat, cloth, and arrows are provided in case you're short on resources.

NEW EQUIPMENT: VICAR MARK II ASSAULT RIFLE AND AB .45 HANDGUN

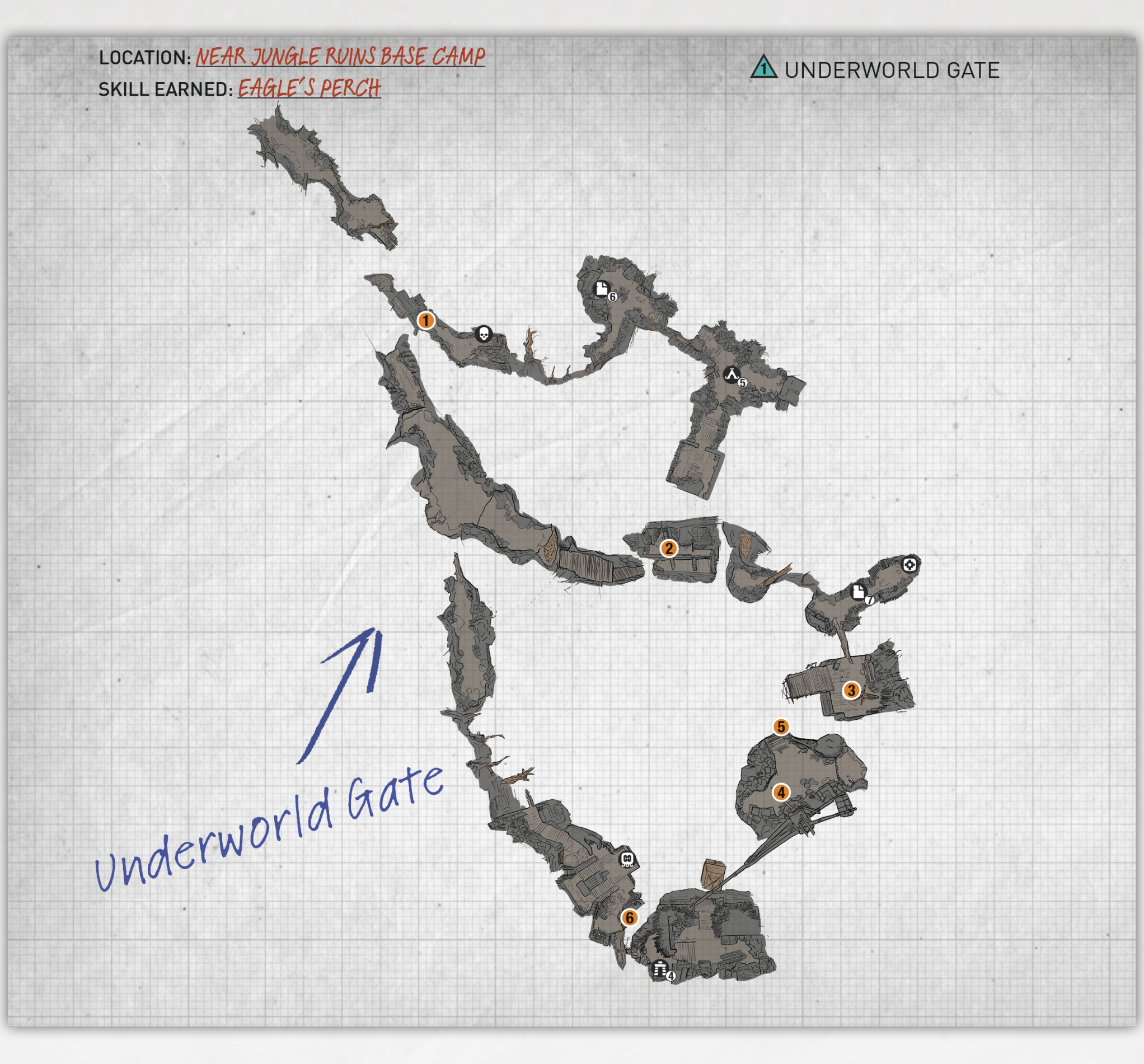
The rifle and handgun provide new options in combat. The rapid fire of the assault rifle is vital in some of the tougher battles later in the game, where the enemy has the ability to quickly overwhelm. The pistol provides a quicker option than the bow and typically better accuracy than other guns. Without a suppressor, these options attract attention from nearby foes, so keep the bow as your first option whenever possible. Check out available options at Base Camps to improve them.



Chapter 2: Peruvian Jungle

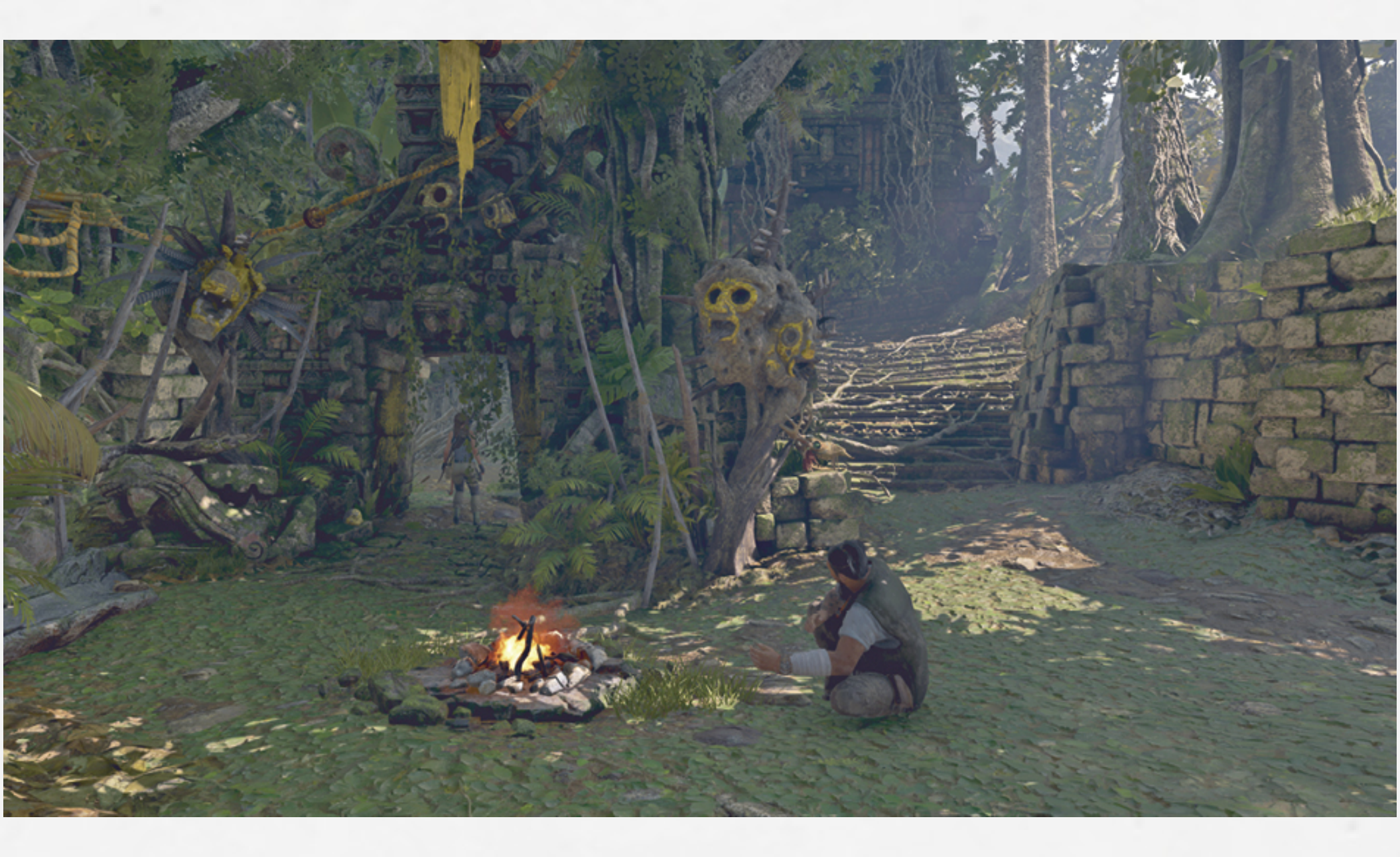
Peruvian Jungle - Challenge Tombs

LOCATION: NEAR JUNGLE BASE CAMP

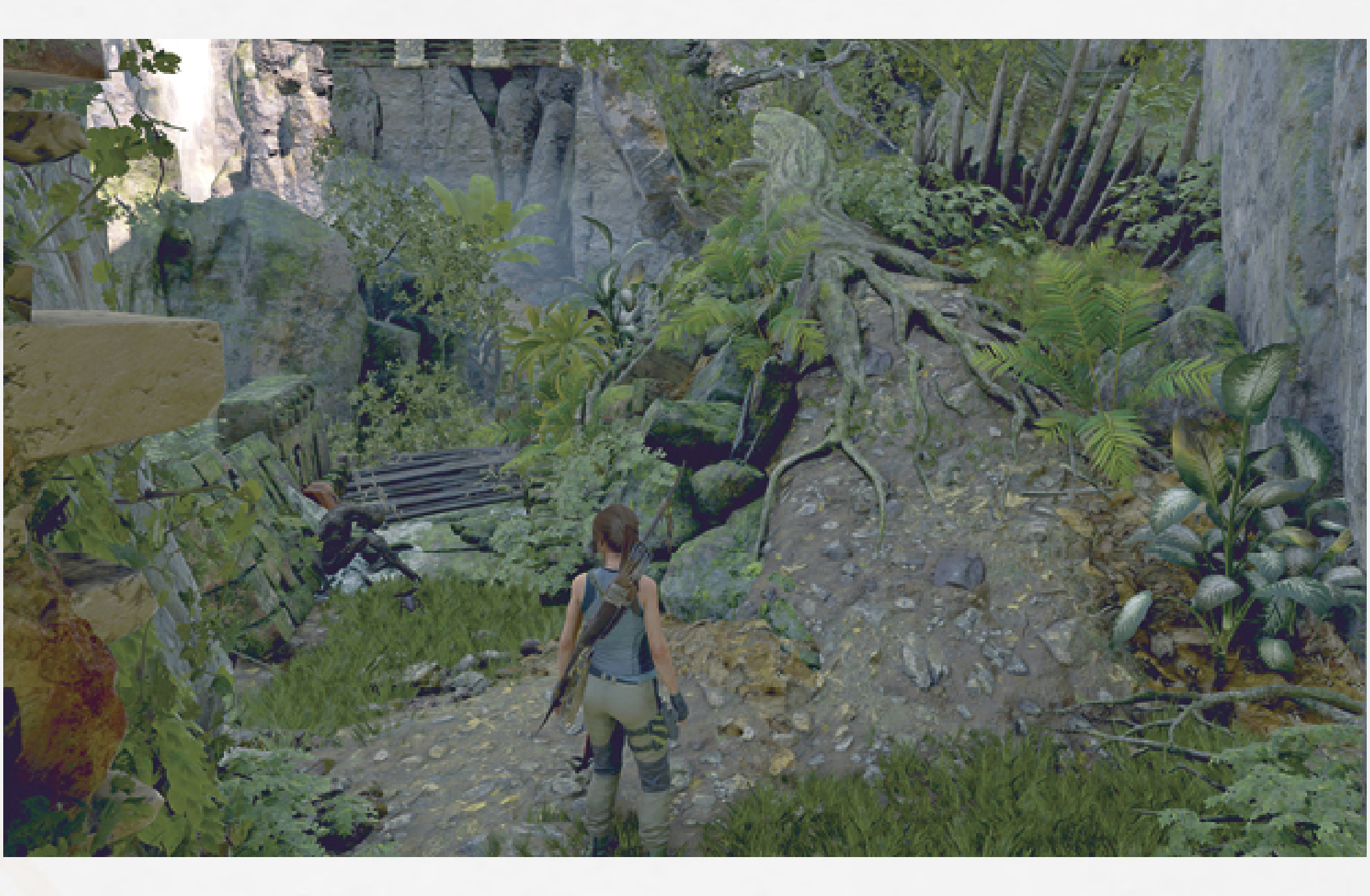

LOCATION: NEAR JUNGLE RUINS BASE CAMP
SKILL EARNED: EAGLE'S PERCH
1 UNDERWORLD GATE
Underworld Gate
1
2
3
4
5
6
6
7
4
5

ACCESS THE TOMB

The entrance to the first challenge tomb is next to the Jungle Ruins Base Camp and is accessible as soon as you reach the area. Look north from the camp and enter the ruins left of the steps. Crawl under the roots to get inside.



Follow the trail and duck under the spears. Scramble up the marked tree until you reach the branch. Leap over to the limb and grab ahold of the craggy wall. Head left, jump over to the bricks, and dismount from the other side to reach solid ground again.



THE TOMB BASE CAMP

Disable the trap (1) by cutting the tripwire, then scramble under the spears. Before continuing, collect the Explorer Backpack that sits next to the wall on the left.

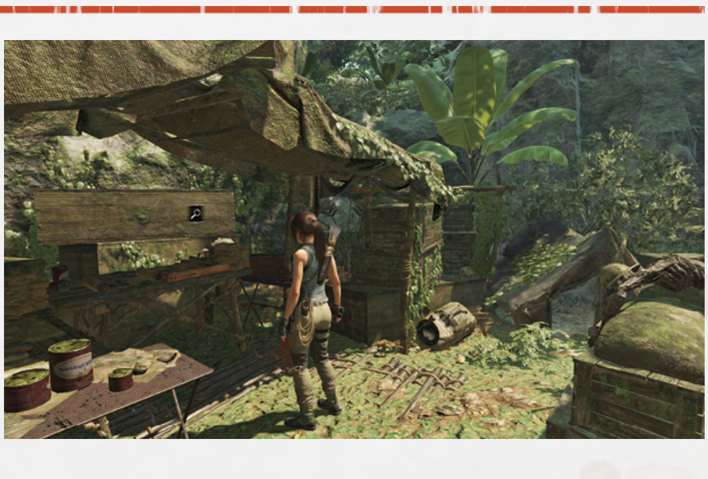
Tightrope the tree and jump over to the branch. Swing from the limb above to reach a second branch. Leap over to the craggy wall and rappel down. Swing forward and jump over to the trail.

06 DOCUMENT

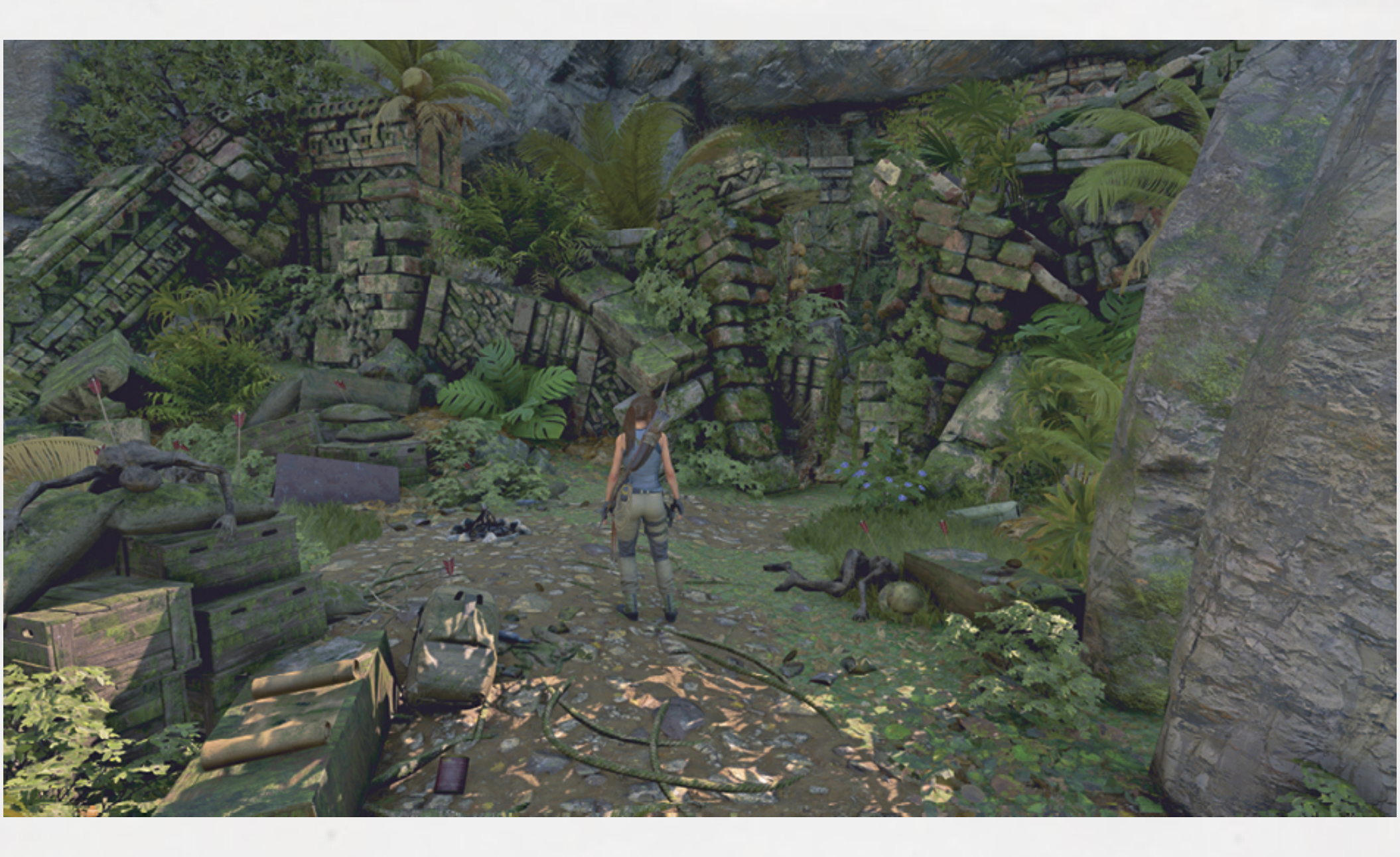
AT THE GATE

- **Dialect: N/A**
- **Nearest Camp: Canyon Ruins**

Inside a tent within the Canyon Ruins Tomb area.



At the dead end, scramble up the right wall and use the climbing axe to continue up the rock face. At the top, jump left to the ruins and shimmy until a falling rock causes Lara to lose her grip. Quickly grab the ledge and move to the far end before jumping to the steps. This leads to the Canyon Ruins Base Camp—allowing you to upgrade and fast-travel if needed.



REACH THE STELE

Squeeze through the narrow gap in the wall and enter the ruins ahead. Scramble up the wall in the far-right corner to reach a walkway (2) next to a bottomless pit.

By hopping off the wooden platform ahead to the left, you can bust through the pry barrier to return to the previous ruins and exit the area by following the path to the left, but there is more to do in the tomb.

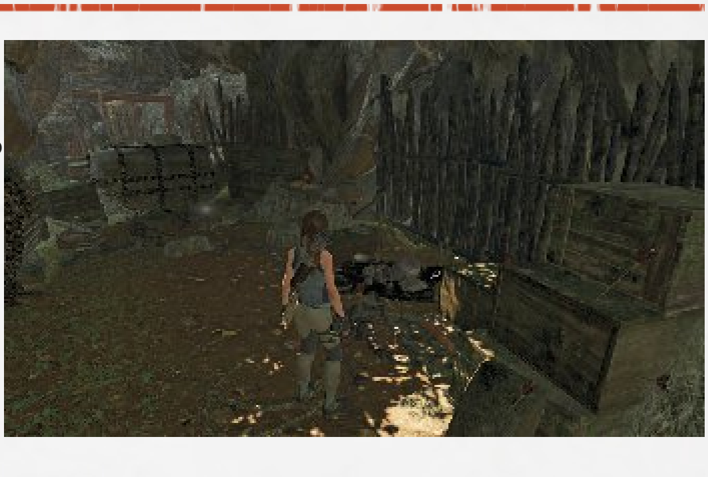
Jump to the craggy surface, rappel down, and swing to the main trail. Explore the small cave on the left and then scramble up the clawed tree. Jump toward the vine and press the Interact button to deploy the Grapple Axe to swing to the far ledge. Explore the campsite on the left.

07 DOCUMENT

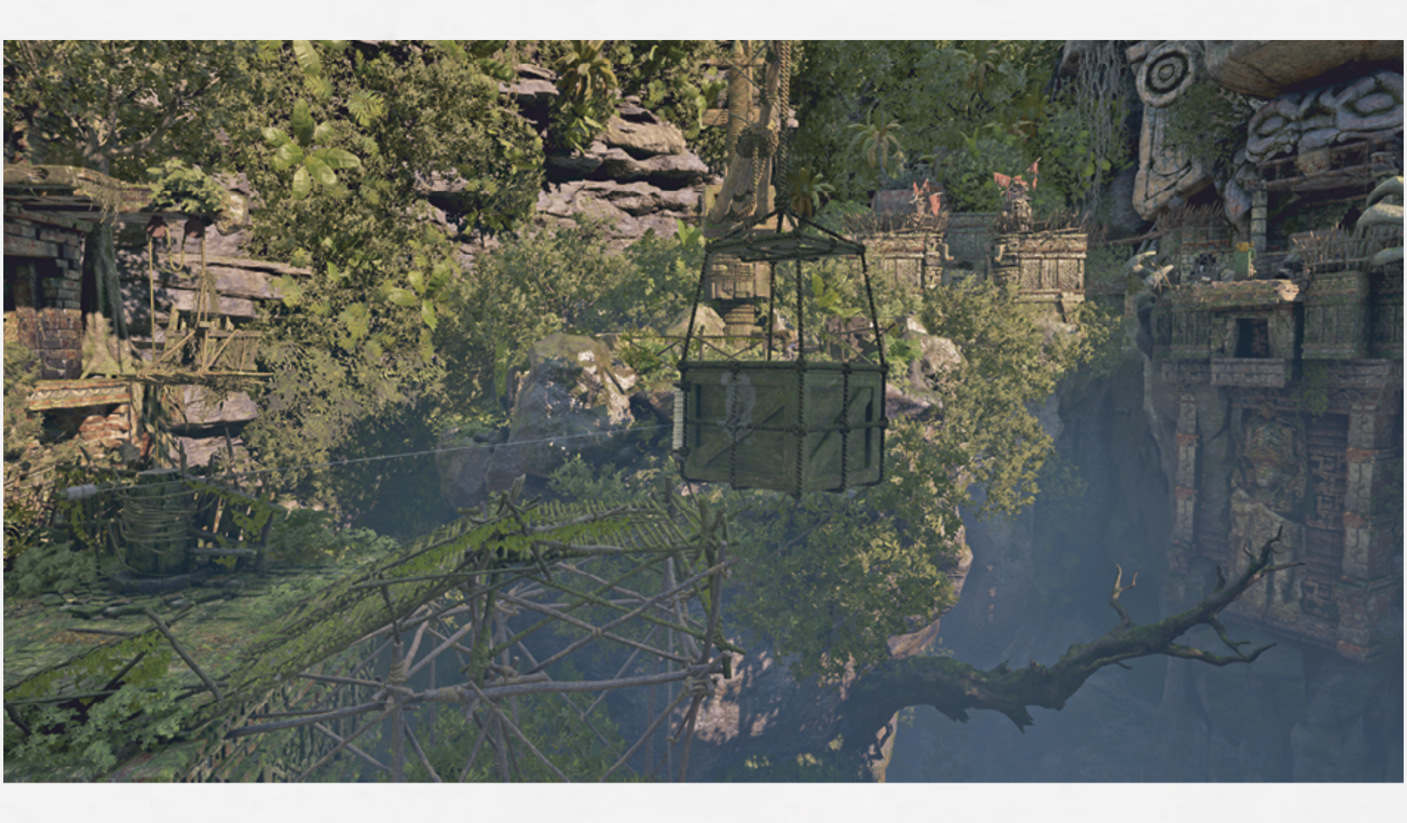
FINGER LENGTH AWAY

- **Dialect: N/A**
- **Nearest Camp: Canyon Ruins**

Inside the cave just before heading across the tree bridge to the Tomb puzzle.



Return to the main trail and carefully cross the tree to the left. The goal here is to use rope arrows and a crane to reach the totem.



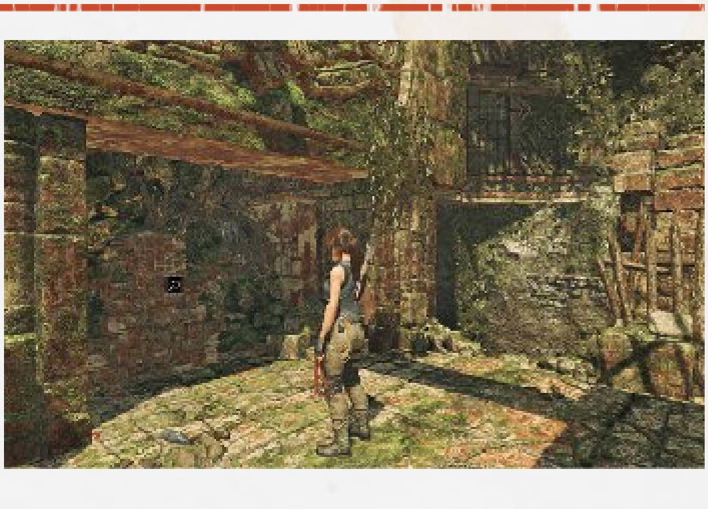
- Start out by rotating the wooden contraption (3) in a clockwise manner until it stops. Stand below the rope coil and fire a rope arrow into another rope above the far cliff. Monkey-crawl to the other side and climb the ledge to reach the base of the crane.
- Grab on to the lever (4) ahead and pull back to rotate the crane, which moves its payload around to the right.
- Hop across the payload (5) to return to the wooden contraption. Push it back to its original position, and use another rope arrow to make a bridge between it and the payload. Scramble up the side of the payload and jump over to the crane.

04 MURAL

UNDERWORLD GATE

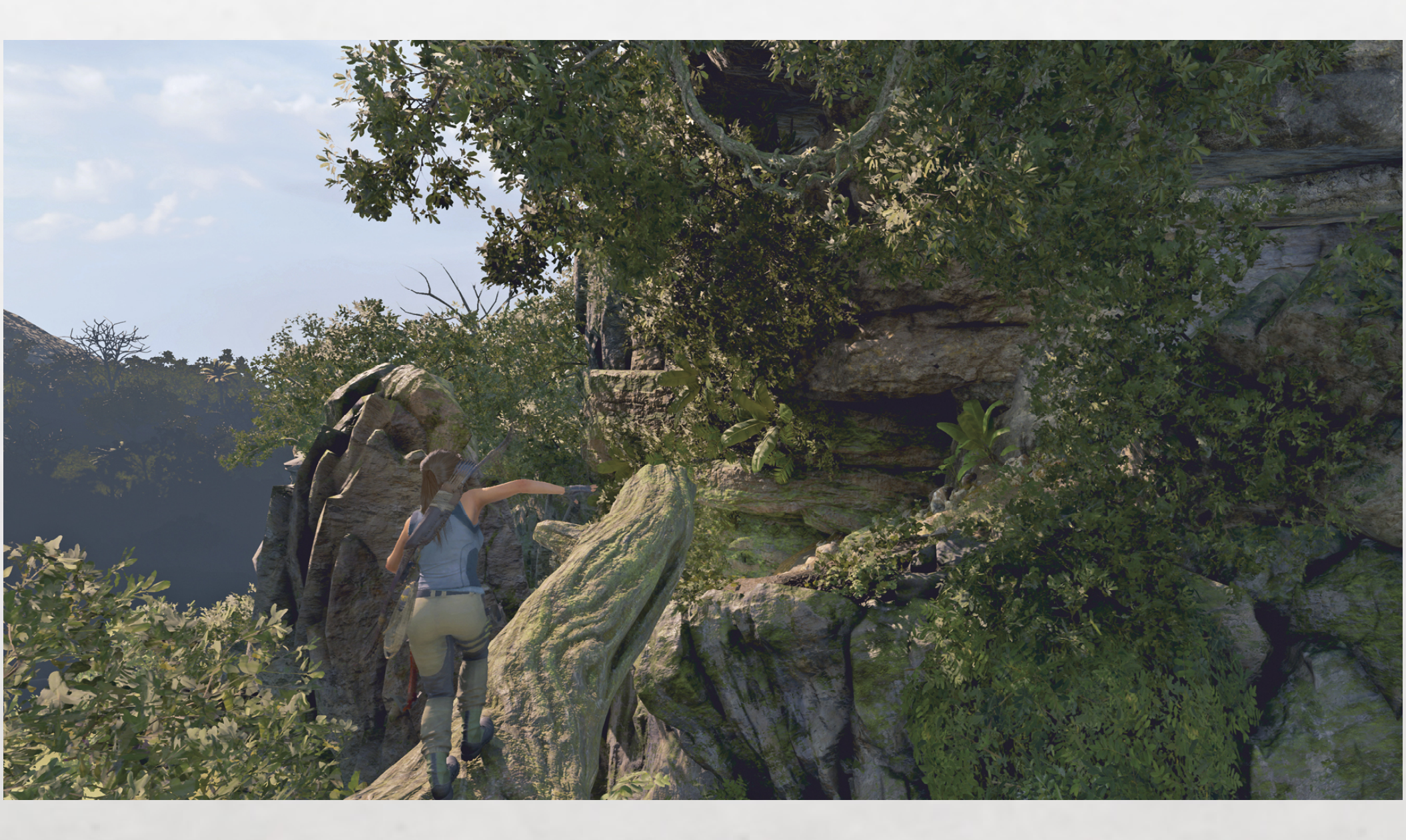
- **Dialect: MAM**
- **Nearest Camp: Canyon Ruins**

After solving the Tomb puzzle but before climbing up to claim your reward, this Mural is in a small alcove to the left.



- Pull the lever again until it begins to rotate back into place. Immediately run right and jump onto the payload as it passes by. When it comes to a stop, jump to the nearby platform and descend the steps to the right.
- Leap through the opening to a narrow projection, which instantly gives way. Be ready to grab on to a lower one after a short fall. Shimmy to the right, jump to the craggy wall (6), and quickly move up. Before you jump to the right, wait for a spiky rock to drop past you. Without delay, leap to the next craggy wall as a second rock passes through your previous location. Climb to the ledge above.

Interact with the stele on the right to complete the challenge tomb and receive the Skill. A board wrapped in rope on each side of the stele can be pulled down to find rare resources.

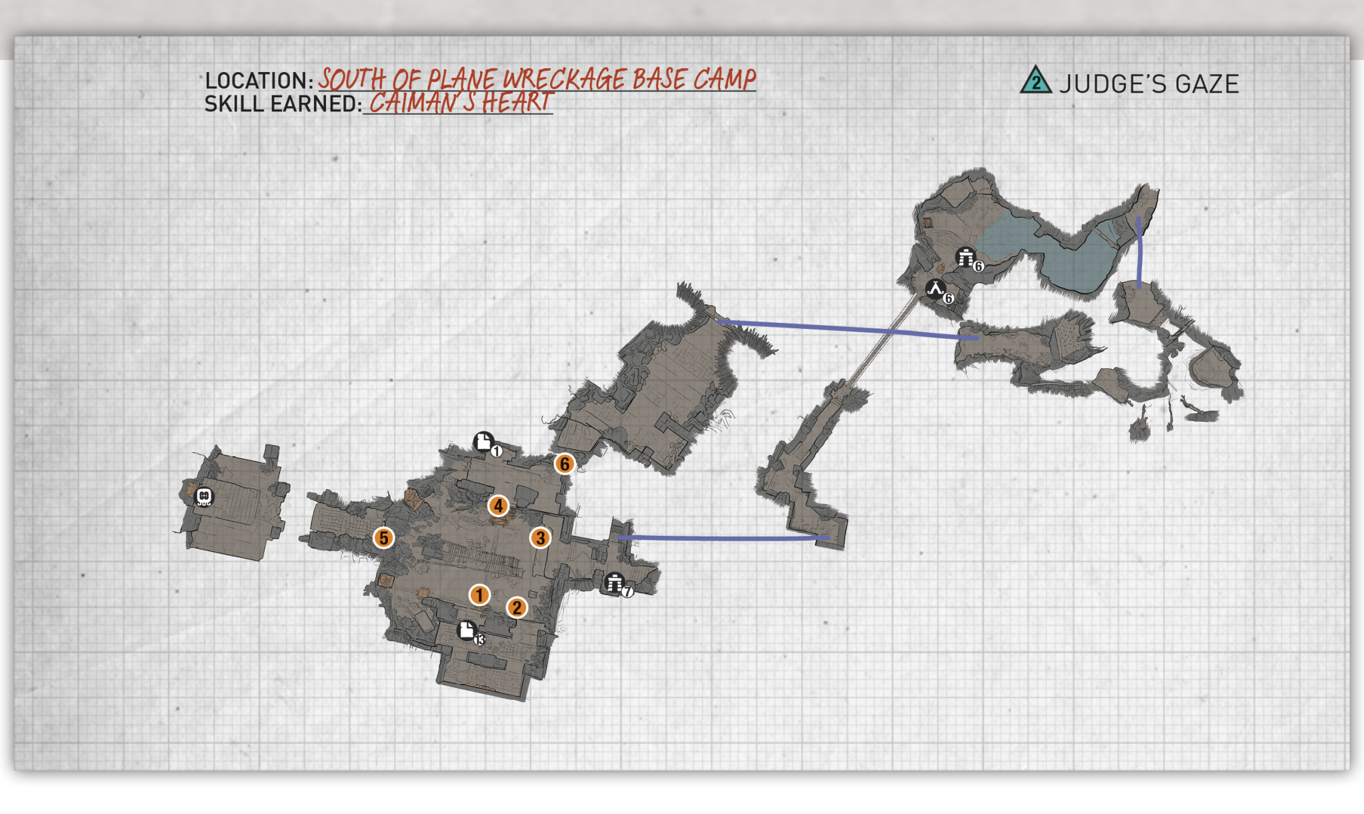


EXIT THE TOMB

Follow the steps left from the stele and jump across the limbs to reach another cliff. Walk onto the tree at the end of the trail and leap over the bottomless pit. Press the Interact button to grab on to the vine and swing to the slope ahead.

This deposits you onto a trail that leads away from the pit. Step up to the tree stump, fire a rope arrow into a coil above the far platform, and slide down. Continue around to the right and jump off at the end to rejoin the trail from earlier. Follow it to the left to exit the tomb.

LOCATION: SOUTH OF PLANE WRECKAGE BASE CAMP


LOCATION: SOUTH OF PLANE WRECKAGE BASE CAMP
SKILL EARNED: CAIMAN'S HEART
2 JUDGE'S GAZE
1
2
3
4
5
6
7
13

ACCESS THE TOMB

This challenge tomb is located near the first Base Camp, but the climbing axe is required to get inside. Therefore, you can't access the tomb until Lara and Jonah are close to exiting the jungle. Return to the Plane Wreckage Base Camp with the climbing axe. Move around to the backside of the camp and climb the ledge on the right. Wade through the water and use the axe to bust through a weak wall.

THE TOMB BASE CAMP

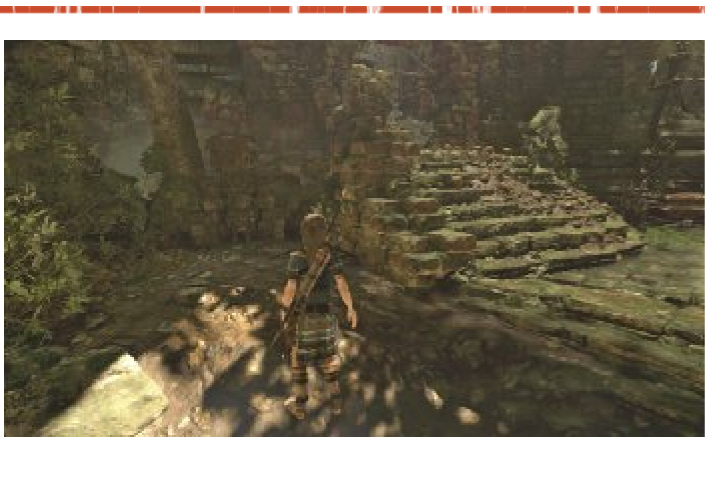
Dive off the cliff into the water below and walk through the opening up on the right. Climb up the two ledges on the right and leap over to the contraption ahead to raise the statue on the left. Step through the new opening to find the Jungle Cavern Base Camp.

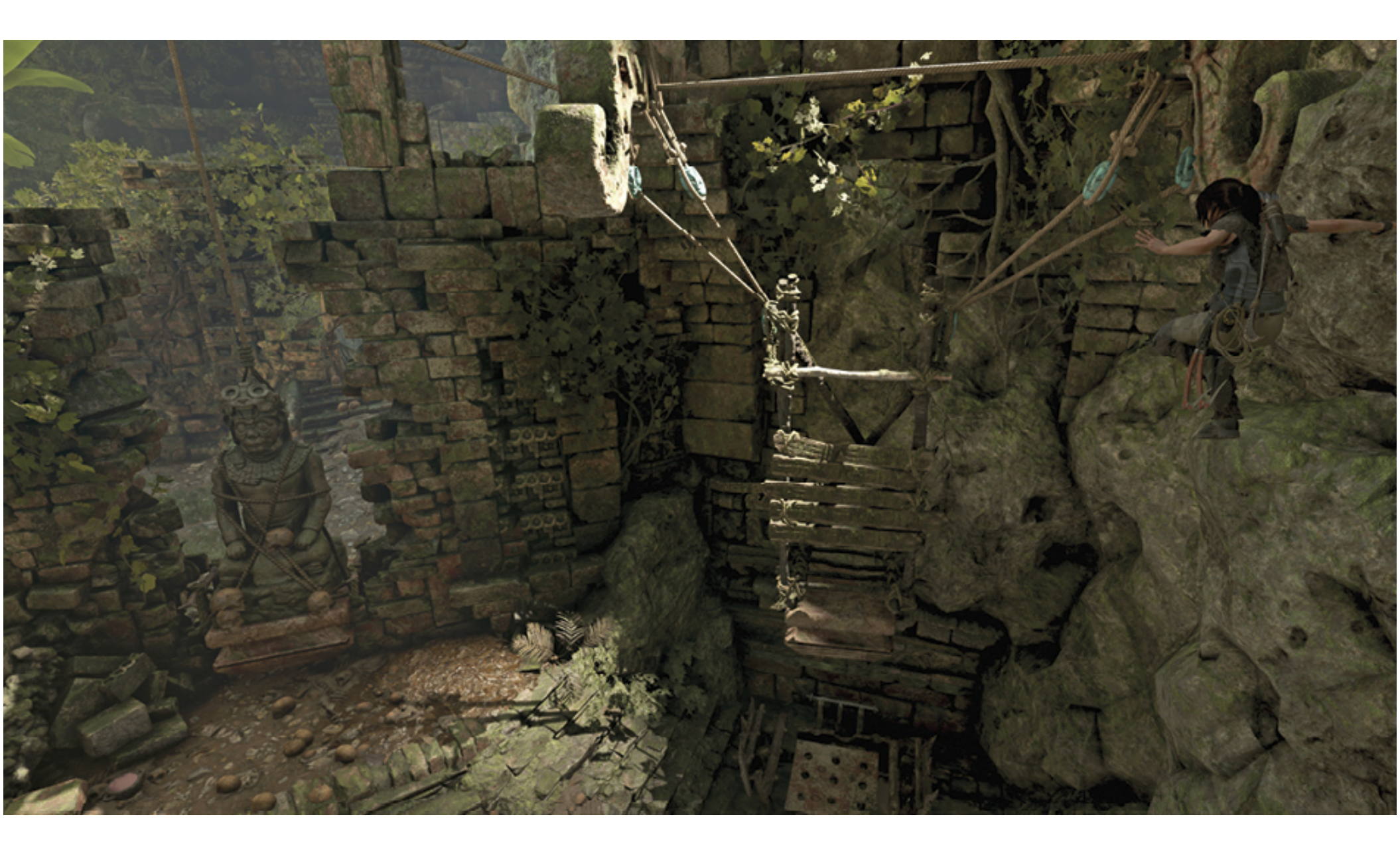
06 MURAL

GOD OF DEATH

- **Dialect: MAM**
- **Nearest Camp: Jungle Cavern**

After exiting the water, before raising the statue to continue to the Tomb puzzle.





RAISE THE LADDER

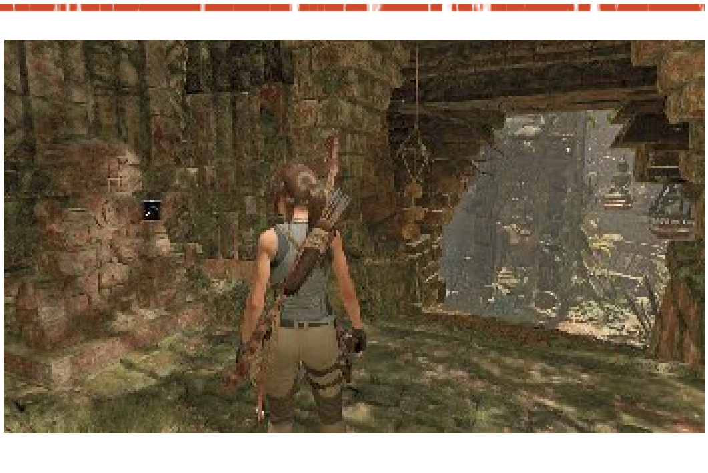
Cross the suspension bridge into the temple and dive under the wall. Turn left and climb the right wall at the dead end. Examine the Mural, then exit right to reach a court with the stele sitting up high on the opposite end. The ladder currently lies on the ground. The challenge requires using the pulleys and counterweights along the sides of the court to get the ladder upright.

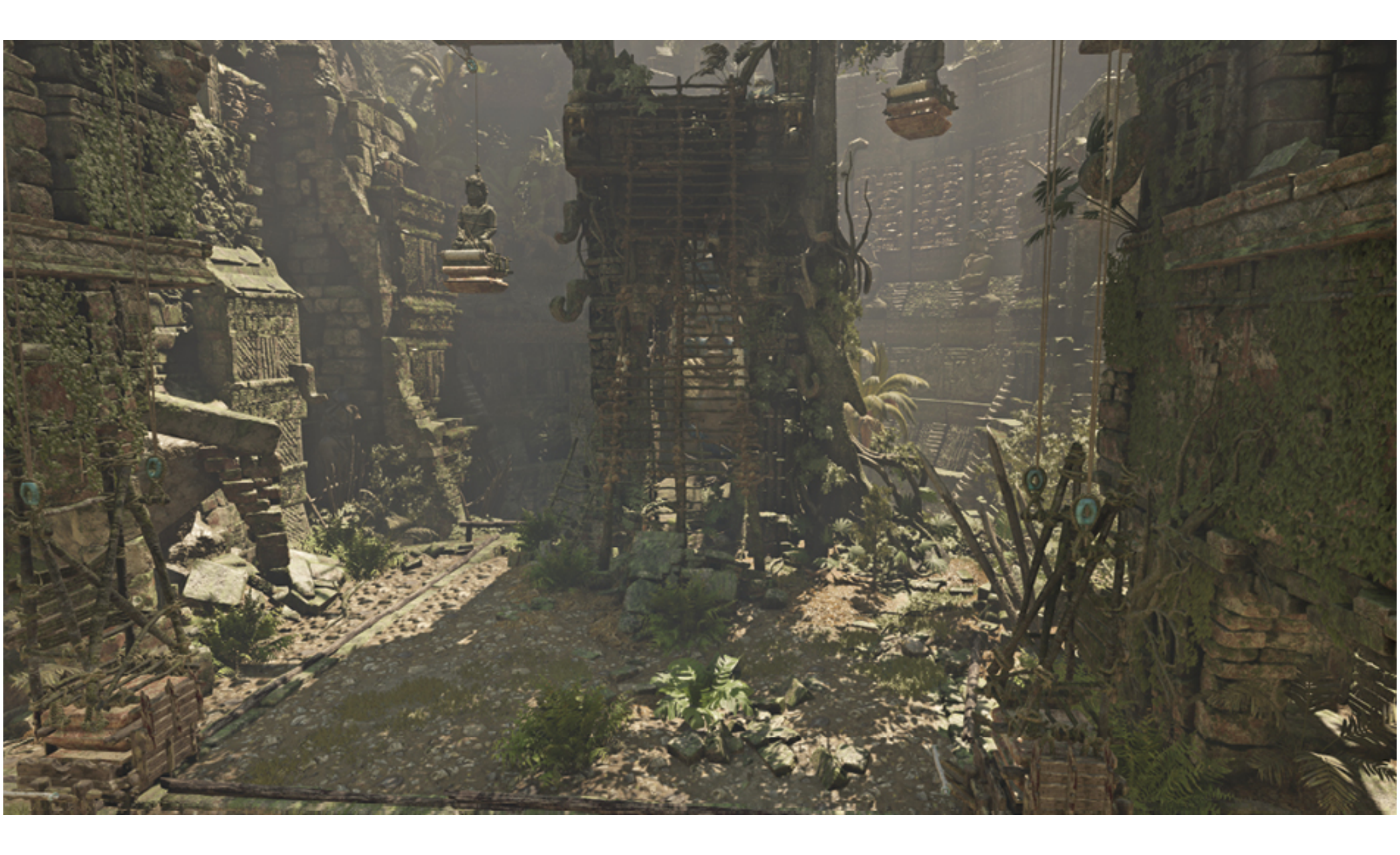
07 MURAL

JUDGE'S GAZE

- **Dialect: MAM**
- **Nearest Camp: Jungle Cavern**

Overlooking the Tomb puzzle area, before dropping down.





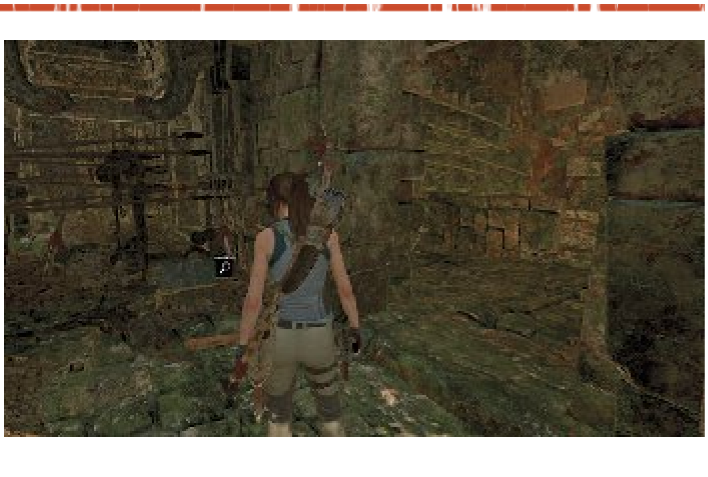
- Find the two carts on the left side of the court. Step behind the cart (1) that currently holds a counterweight, pull it back until the weight rises, and then push it toward the ladder.
- Pull the second cart back so that it sits where you found the first.
- Step up to the rope coil on the left side of the ladder. Aim your bow at the rope on the left statue and tether the two together.
- Face the wall next to the second cart, and look up and right to find an opening (2). Scramble and climb up the wall to get inside. Hop over the tripwire or disable the trap with your knife. Around the next corner, find a Document on the right before jumping onto the weight.

13 DOCUMENT

JACK'S JOURNAL

- **Dialect: N/A**
- **Nearest Camp: Jungle Cavern**

On the other side of the two spear traps.



- This raises the ladder off the ground, allowing you to push the first cart all the way forward.
- Tether another rope from the right side of the ladder to the right statue.
- Turn toward the court entrance and climb the narrow section of wall (3) between the two openings. Turn left and climb into the opening ahead. The pry barrier blocks the exit; you can pry it free, but there's more to do first.

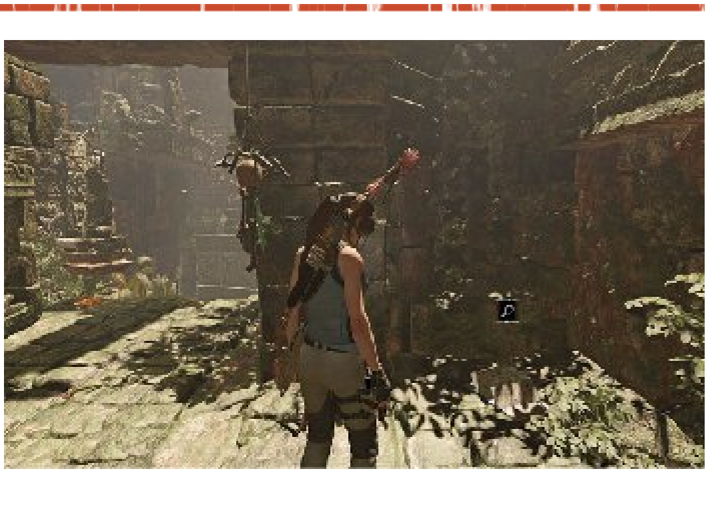
01 DOCUMENT

SURPRISE WITNESS

- **Dialect: MAM**
- **Nearest Camp: Jungle Cavern**

On the opposite end of the puzzle, in a room overlooking the right-most statue that needs to be lowered to raise the ladder.

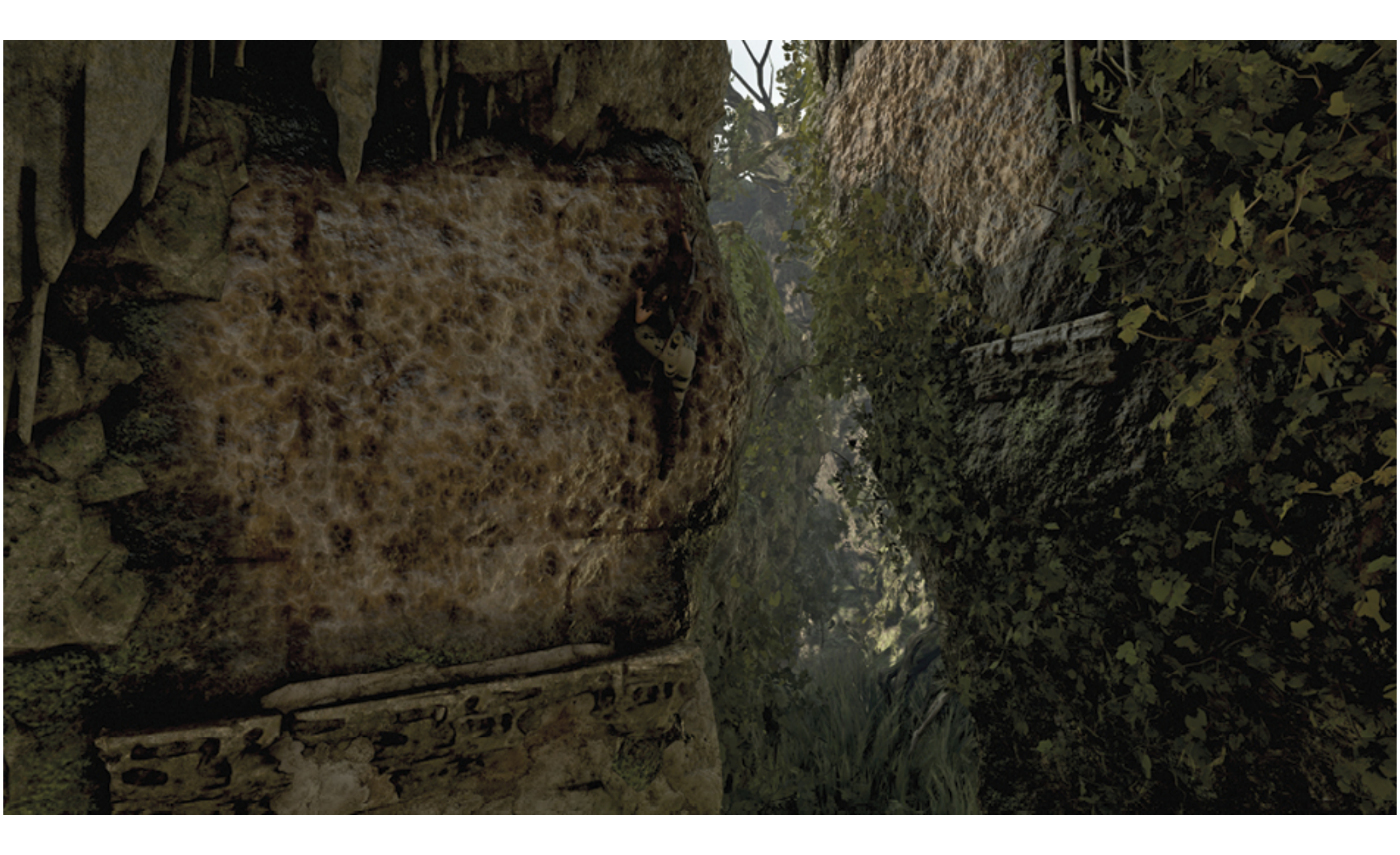
After the first jaguar fight, Lara must climb a tree to reach higher ground. The Document is to her right after jumping from the tree.



- Turn left, search the right cubbyhole, then jump onto the weight (4) behind you—lowering it into the cart and raising the ladder into place.
- Climb the ladder (5), hop the gap, and interact with the stele to receive the skill.

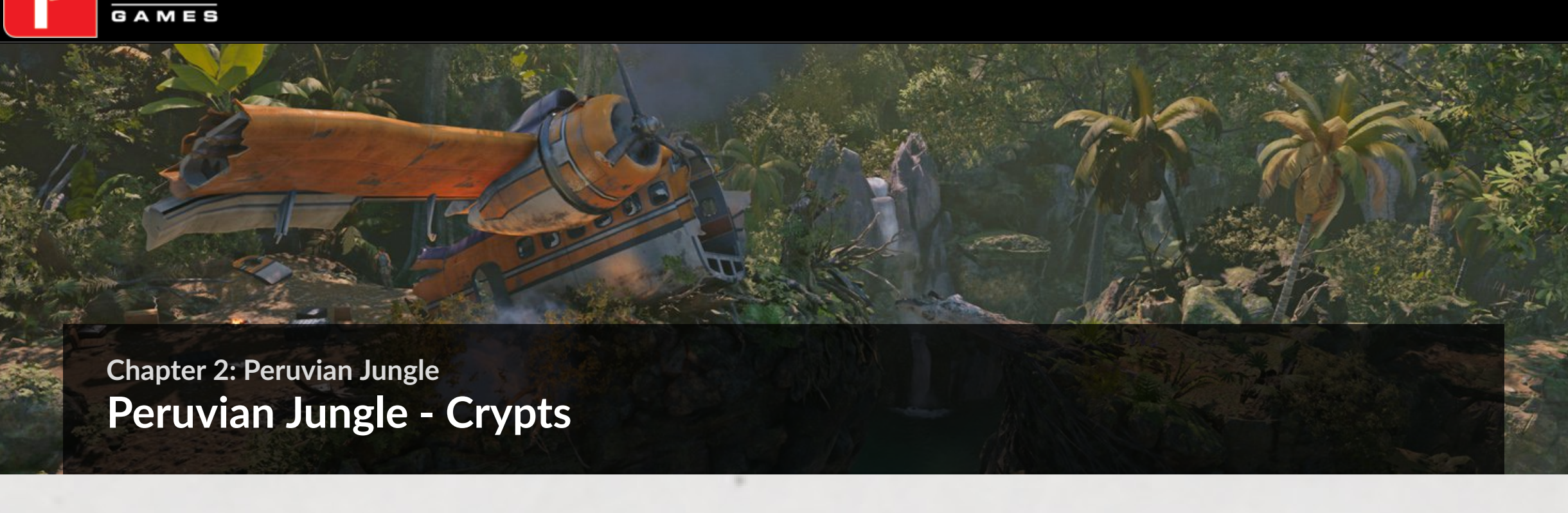
EXIT THE TOMB

A rope coil behind you provides a quick return to the pry barrier. Dislodge the debris (6) and scramble up the wall. Scramble up the next wall and slide down the rope.



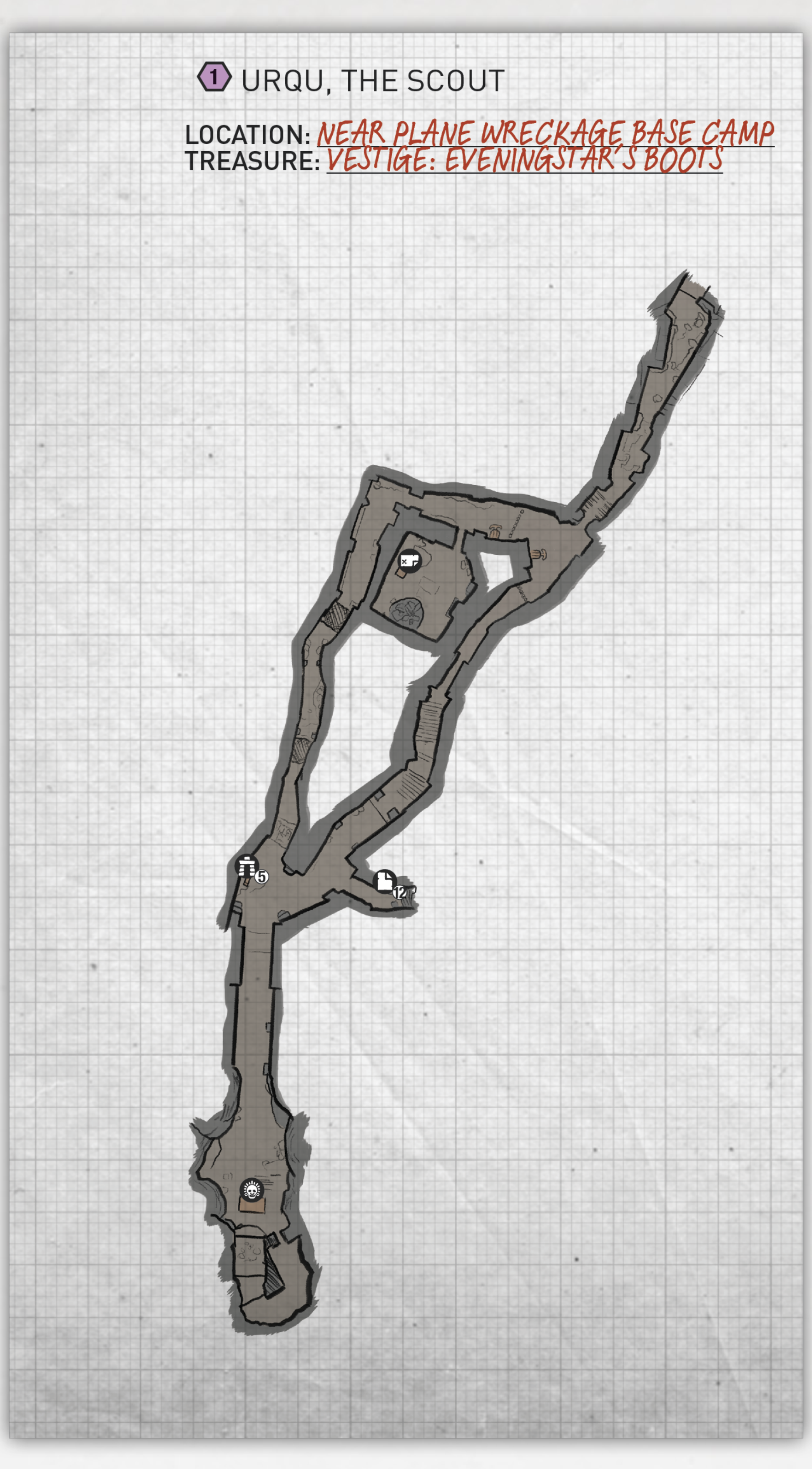
At the bottom of the hill, scramble and climb the left surface. Jump right to the small ledge, and climb up and to the left. Leap over to the small plateau. Leap along the three branches before landing on the corner platform.

Turn left and swing on the vine to reach the next ledge. Jump to another craggy surface and rappel to the ground to reach the start of the tomb.



Chapter 2: Peruvian Jungle

Peruvian Jungle - Crypts



1 URQU, THE SCOUT

LOCATION: NEAR PLANE WRECKAGE BASE CAMP
TREASURE: VESTIGE: EVENINGSTAR'S BOOTS

ACCESS THE CRYPT

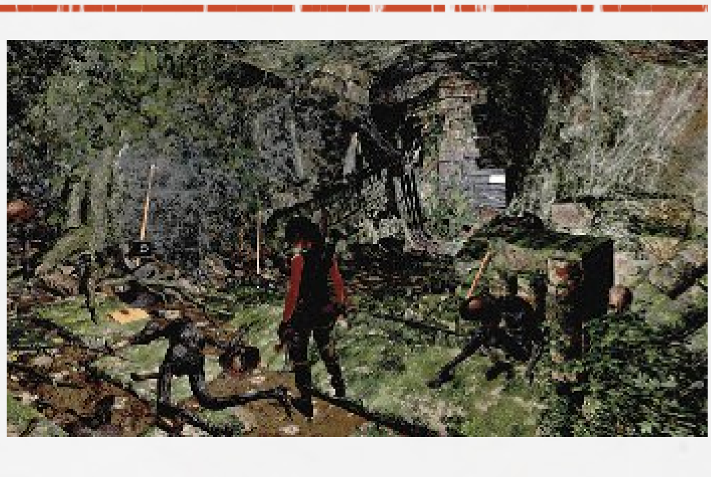
While you can tackle this crypt as soon as you have the bow, the climbing axe is required to gather all resources inside. Head southeast from the Plane Wreckage Base Camp to find the crypt entrance. Use a rope arrow to pull down the obstruction. Head inside and squeeze between the spears.

11 DOCUMENT

STRUGGLE FOR POWER

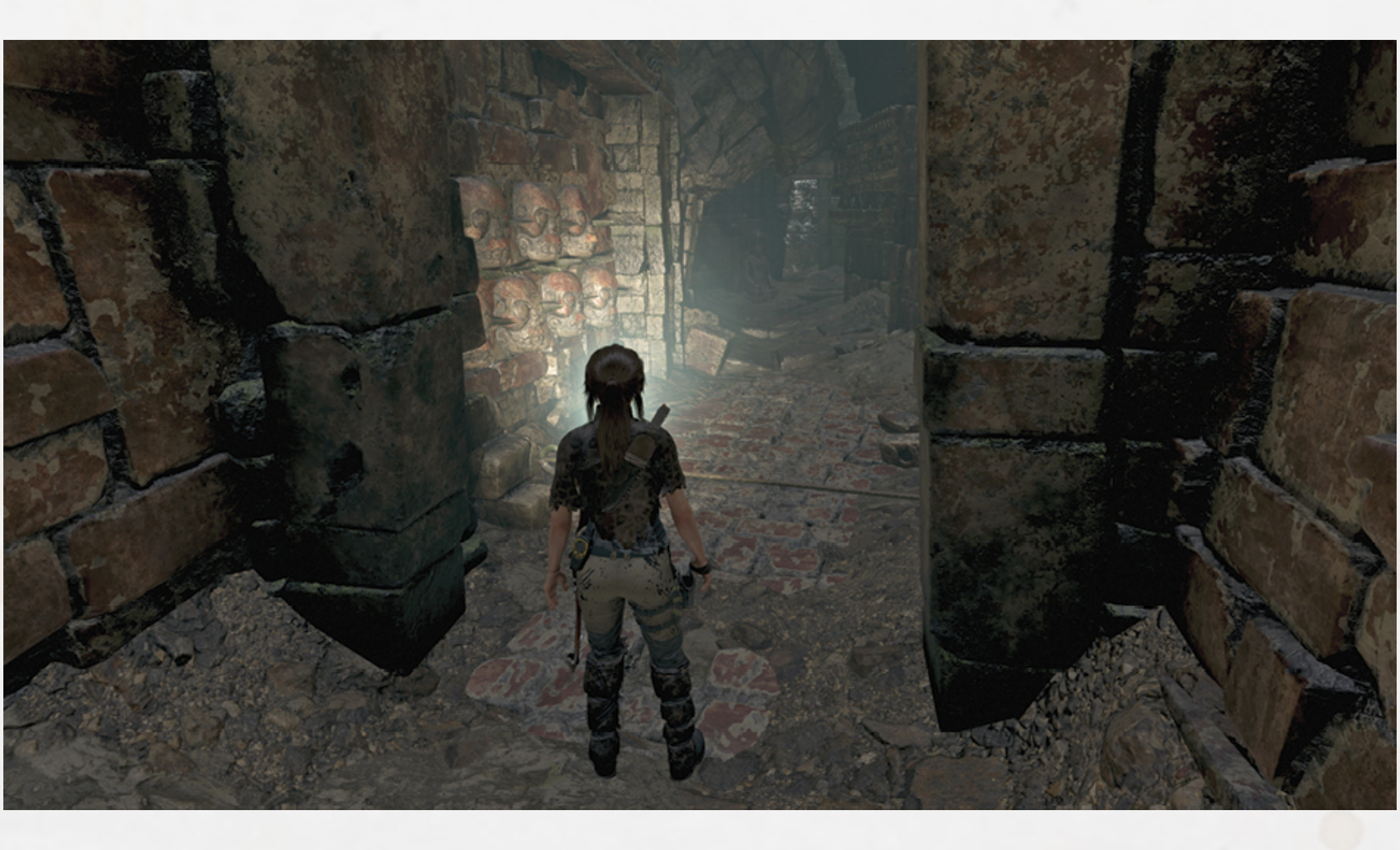
- **Dialect: N/A**
- **Nearest Camp: Plane Wreckage**

At the entrance to the Crypt, before the Rope Pull barricade.



FIND THE SARCOPHAGUS

The path immediately splits, but both routes are currently blocked. Use the switch to lift the left gate, and slosh through the thick mud. Slow down as you near the bottom of the steps, and look down when the corridor turns right. A rope has been stretched between the two sides and is connected to spears inside the walls. Use your knife to cut the rope and release the spear trap, or simply hop over the line. Scramble underneath the spears to reach the other side. Search the small cubbyhole on the left before moving on.

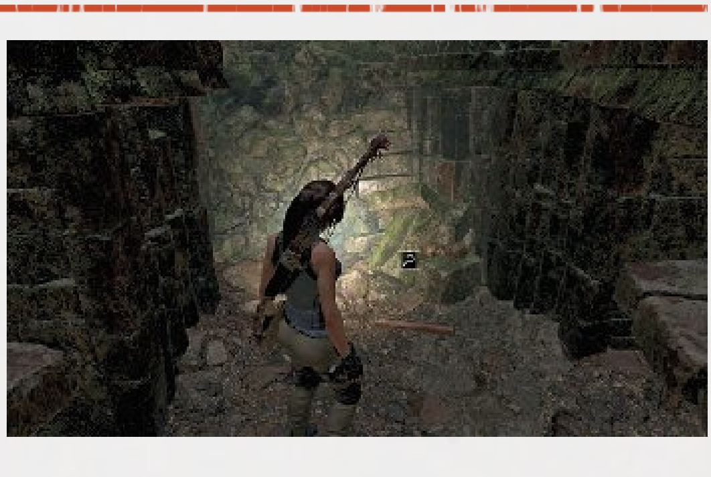


12 DOCUMENT

JACK'S JOURNAL 2

- **Dialect: N/A**
- **Nearest Camp: Plane Wreckage**

In a small room to the left, after passing the spear trap.

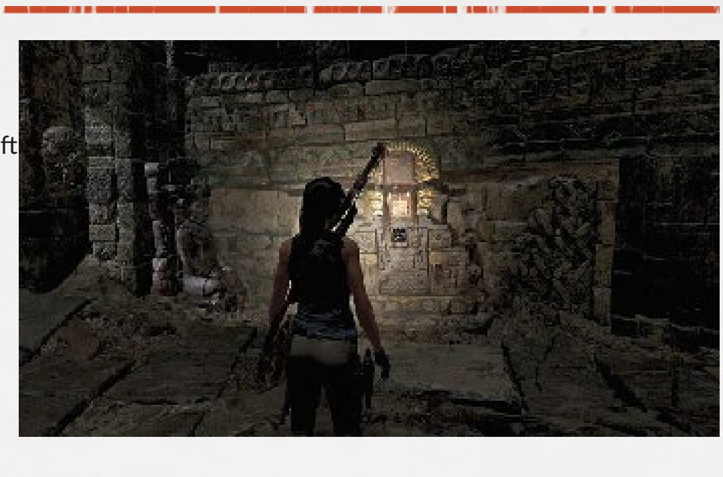


05 MURAL

URQU, THE SCOUT

- **Dialect: Quechua**
- **Nearest Camp: Plane Wreckage**

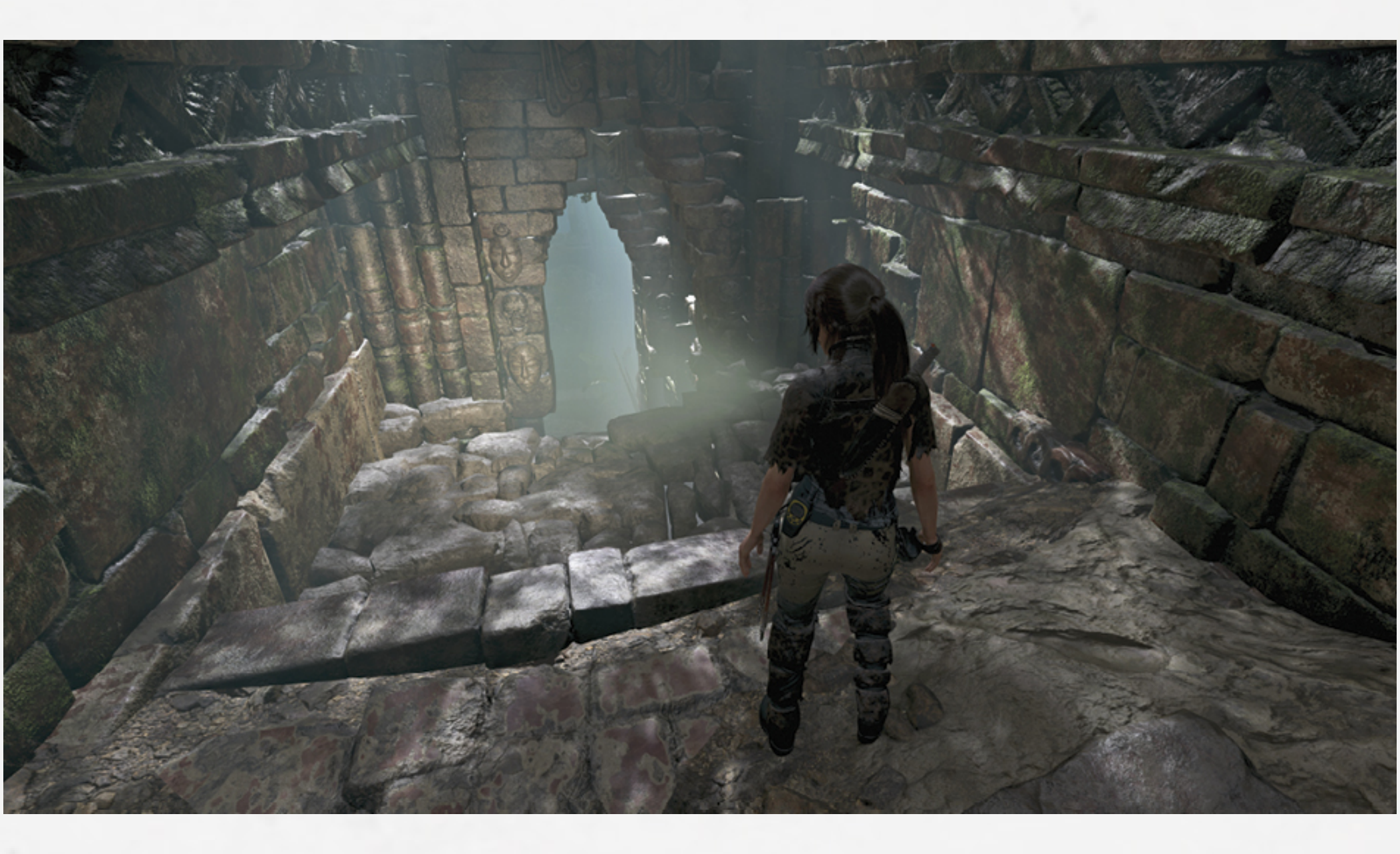
After the spike trap and Jack's Journal 2, before heading left to the Sarcaphogus.



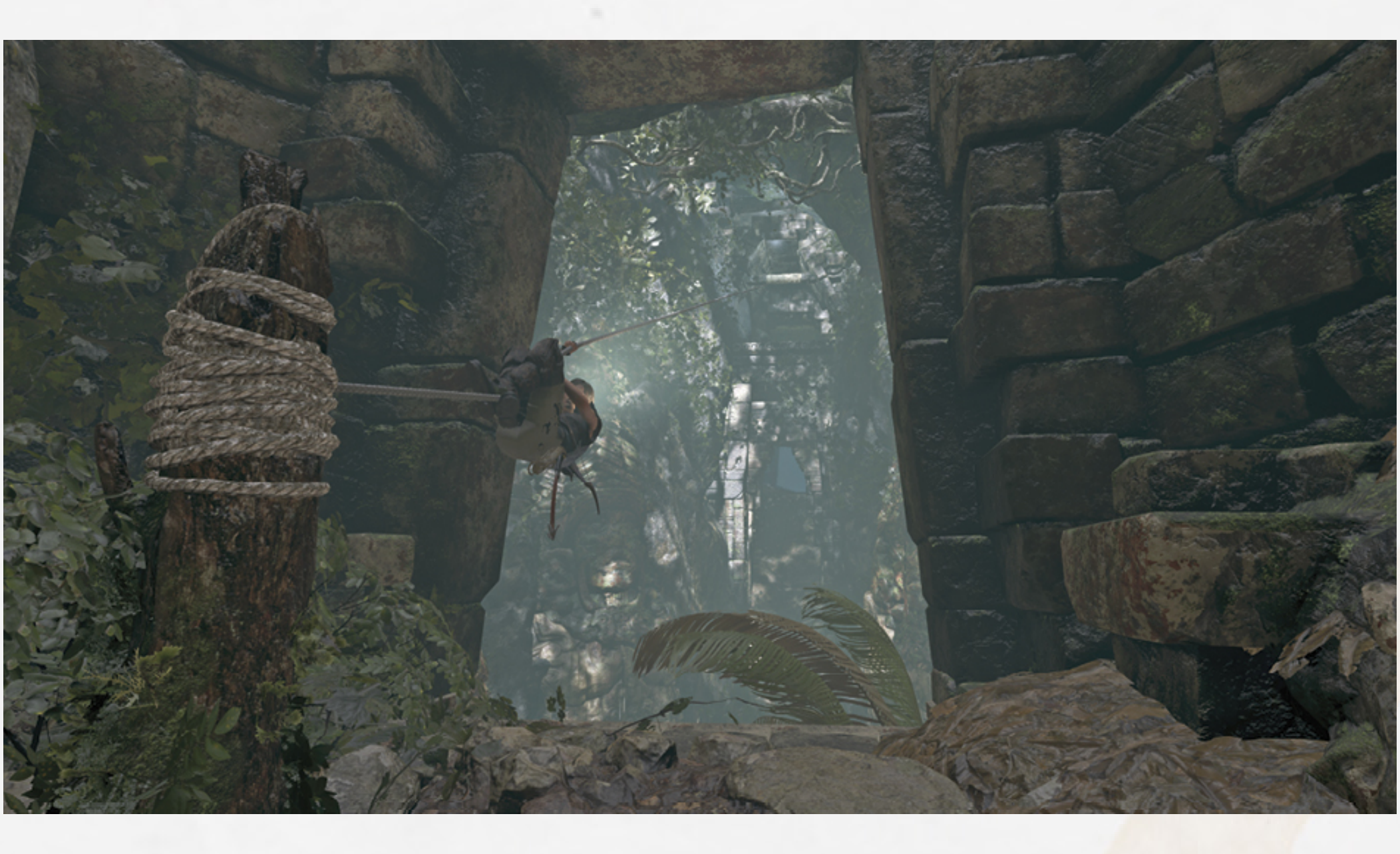
Turn left at the next intersection and slide into the room below. The treasure is inside the sarcophagus ahead. After collecting the outfit parts, squeeze through the crevice on the left.

EXIT THE CRYPT

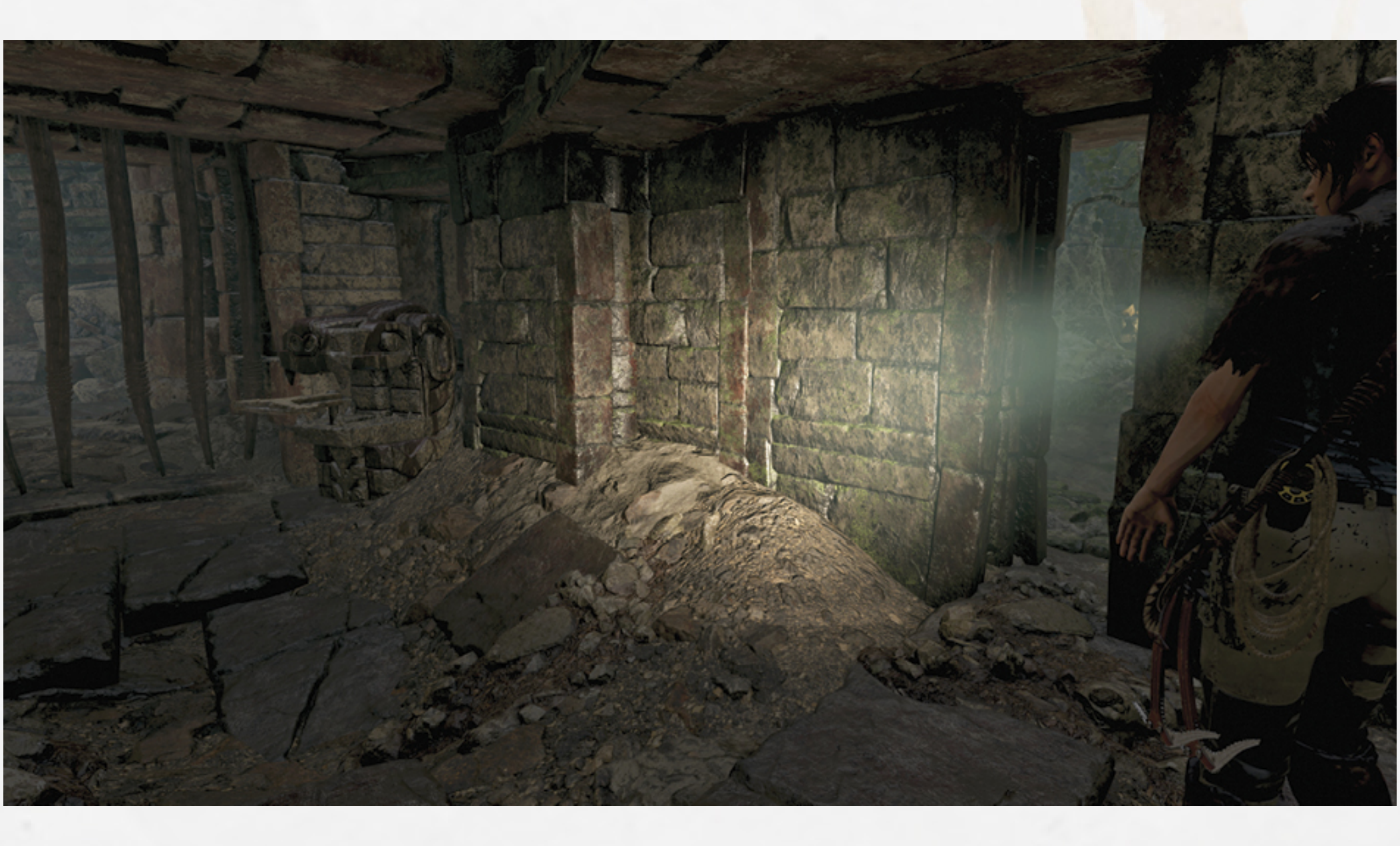
Follow the corridor up a couple of ledges until you reach a pole wrapped in rope that overlooks the sarcophagus you just looted.

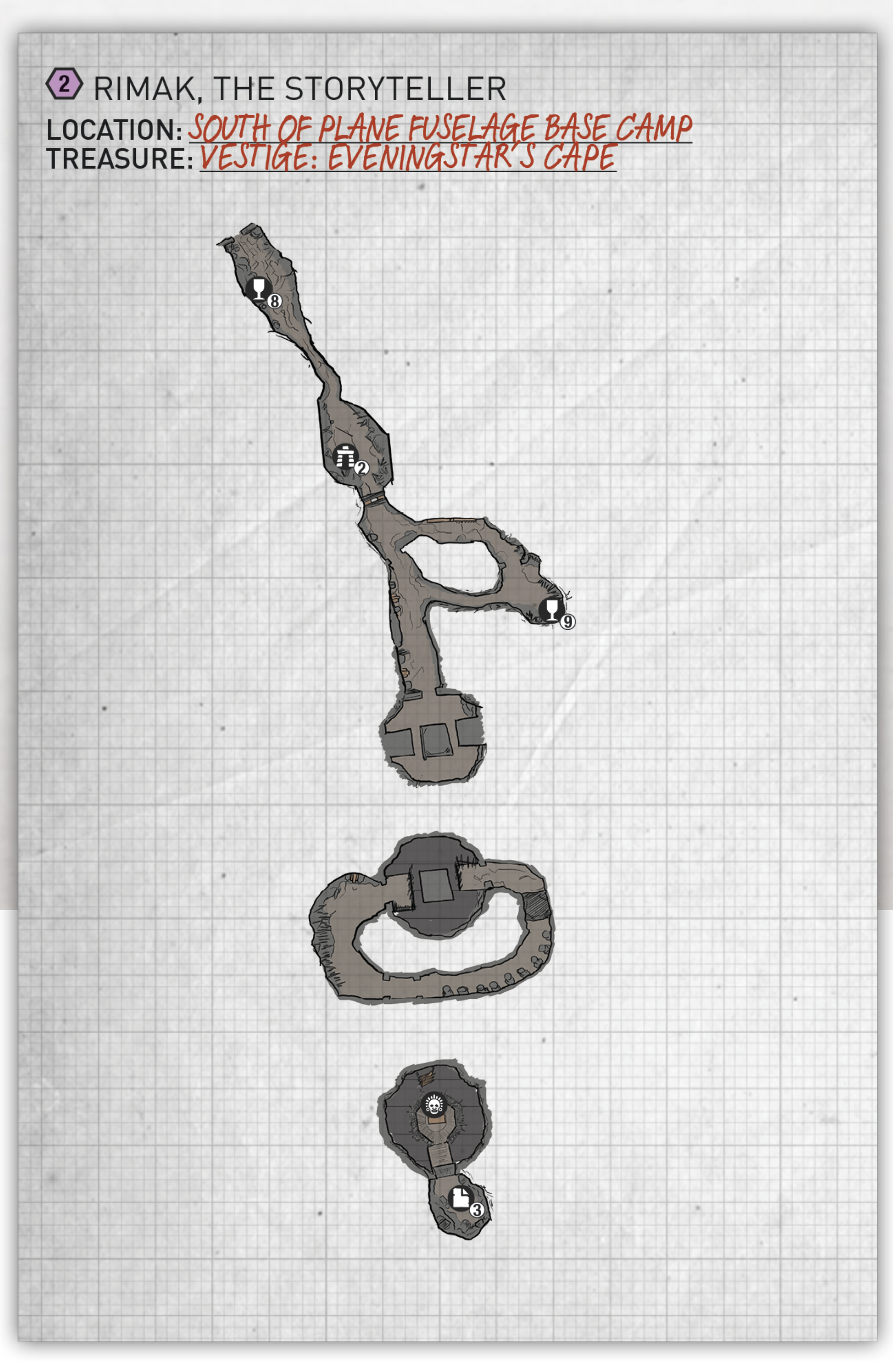


Aim at the far wall and pan up until you find another coil of rope. Use a rope arrow to create a bridge, then crawl up the rope to reach the upper passage. Move forward until you drop down to a familiar intersection.



Approach the left corridor, but pause before the dark section of floor. Once you step on these stones, the floor gives way to a deadly pit. It's possible to sprint across the trap, but you can also clear it with a jump. As you follow the passageway toward the exit, you must jump two more uncovered holes. Be ready to scramble up the wall after the second leap, or you'll fall into the trap. Follow the path until you reach another switch, which opens the gate that leads back to the start of the crypt. Before moving through the new opening, look for a gap in the right wall. Squeeze inside to find a hidden chamber. Collect all of the valuables before exiting the crypt.





2 RIMAK, THE STORYTELLER

LOCATION: SOUTH OF PLANE FUSELAGE BASE CAMP
TREASURE: VESTIGE: EVENINGSTAR'S CAPE

ACCESS THE CRYPT

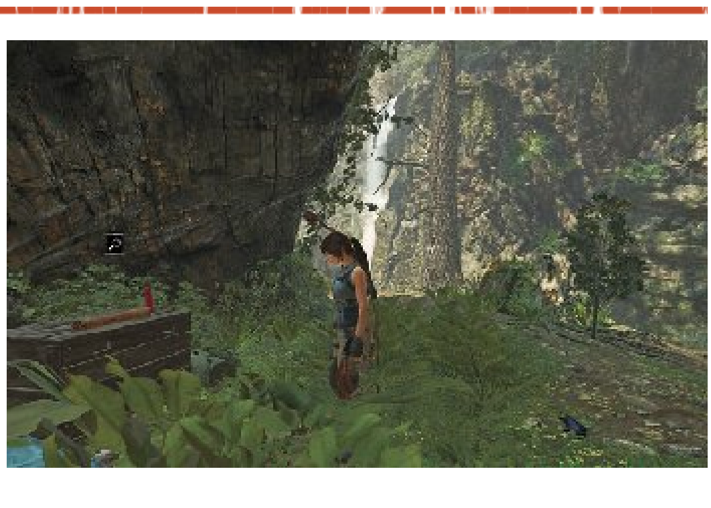
Head south from the Plane Fuselage Base Camp and high-dive into the water below. Scramble up the lone tree and continue up to the branch. Leap forward and grab on to the craggy wall with the climbing axe. Climb around to the left and up to the ledge. Jump to the limb, which sends Lara down a muddy slope into a separate pool of water. Move up the southern steps, use the climbing axe to punch through the weak wall, and enter the crypt.

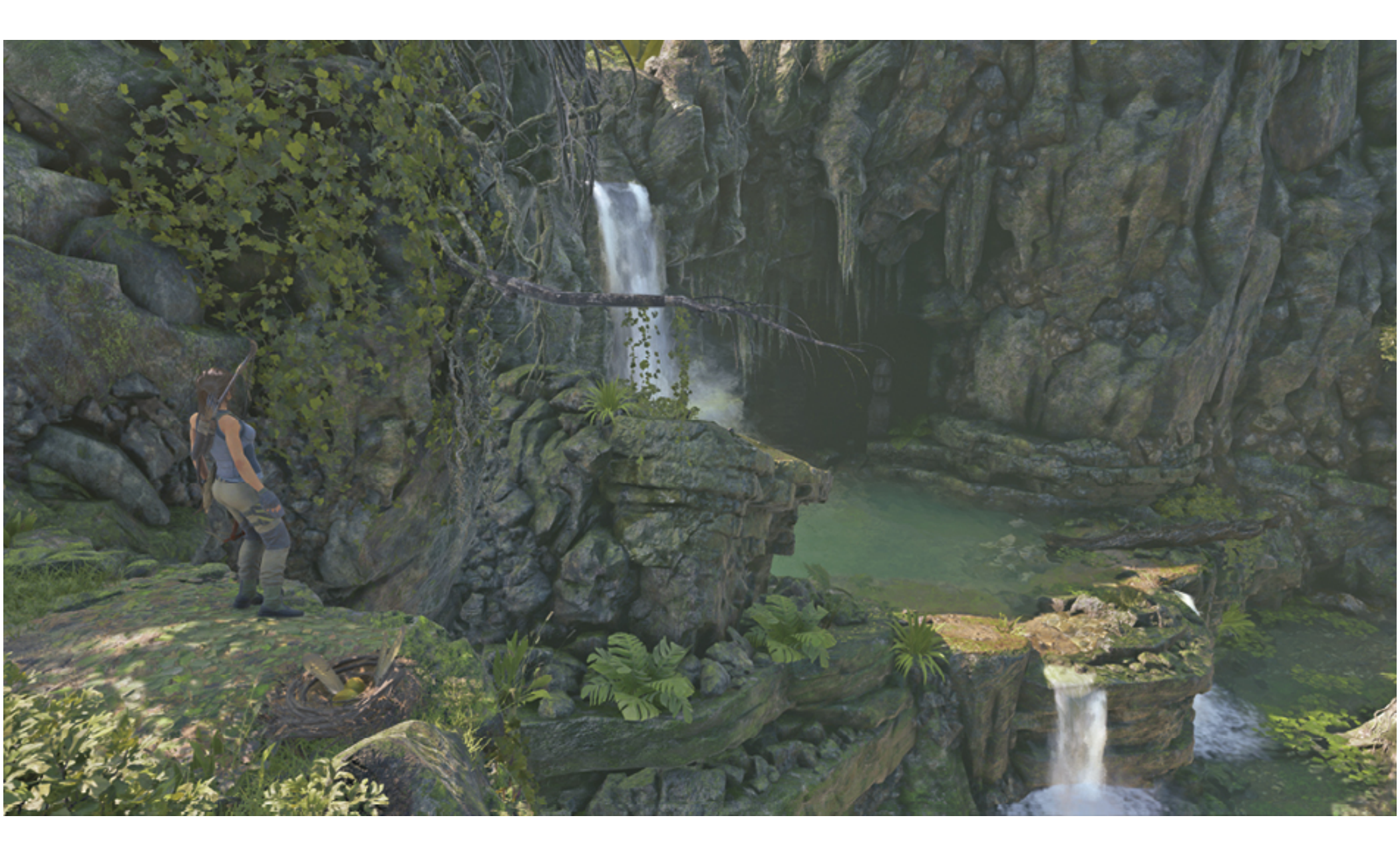
04 DOCUMENT

JACK'S JOURNAL 5

- **Dialect: N/A**
- **Nearest Camp: Plane Fuselage**

There is a small cove across from the waterfall, somewhat near the Crypt. Inside is a Document and a supply crate.





FIND THE SARCOPHAGUS

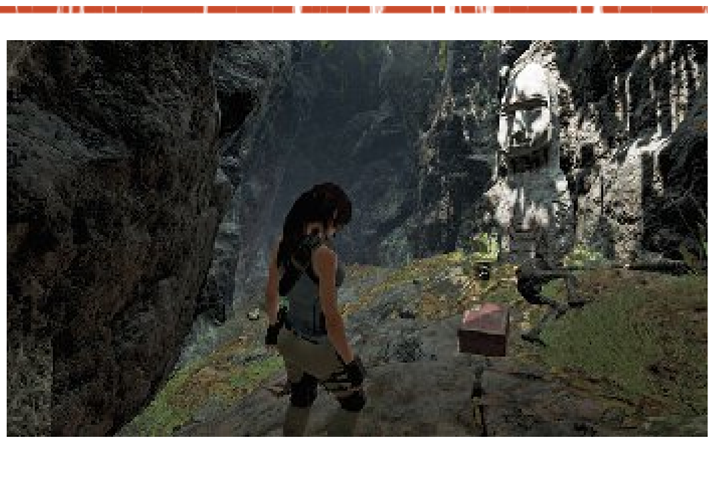
Examine the Mural inside the first room, then use a rope arrow to pull down the boards that block the passage ahead. Turn left, avoid the trap, and follow the tunnel into the next room.

08 RELIC

GRAVE MARKER

- **Dialect: N/A**
- **Nearest Camp: Plane Fuselage**

Found immediately upon entering the Crypt.

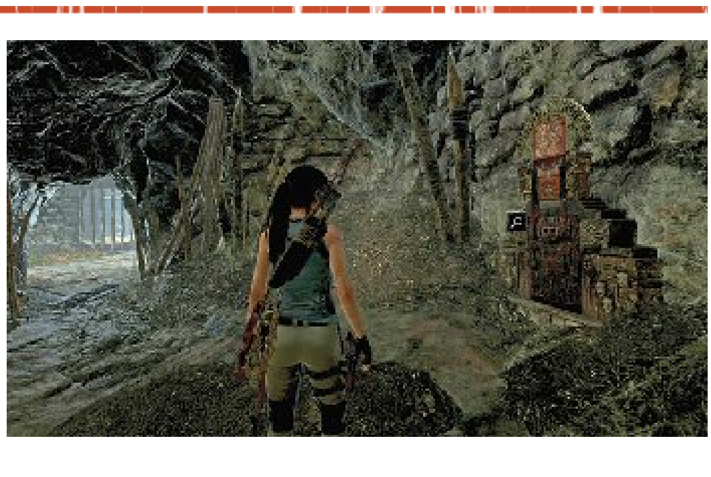


02 MURAL

RIMAK, THE STORYTELLER

- **Dialect: Quechua**
- **Nearest Camp: Plane Fuselage**

After entering the Crypt and just a little past the first Relic.

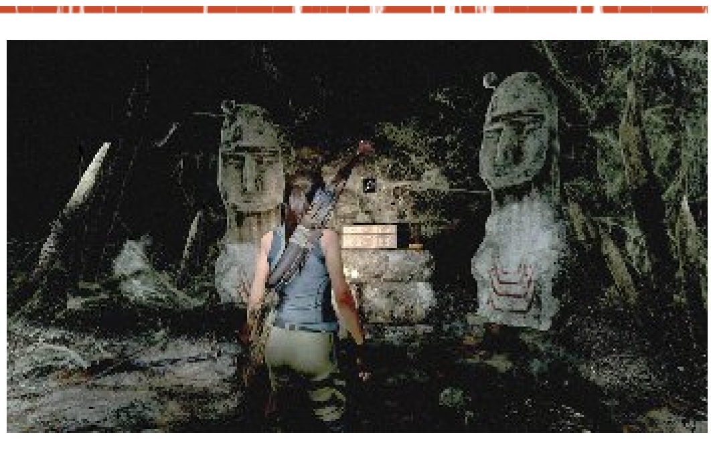


09 RELIC

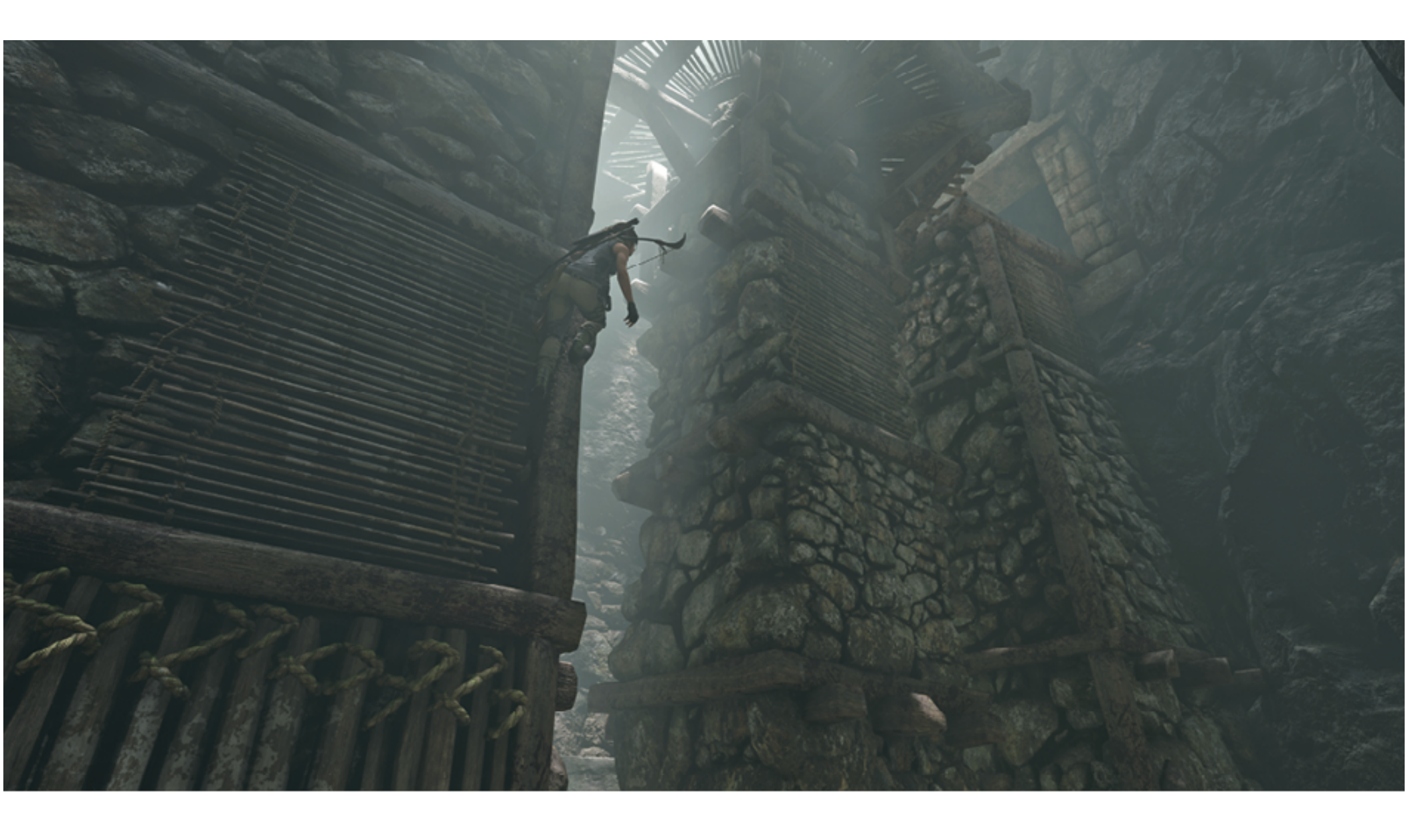
ELONGATED SKULL

- **Dialect: Quechua**
- **Nearest Camp: Plane Fuselage**

After the spike trap, in a dead end with two elongated statues.



Follow another corridor right until you reach a switch. This opens the exit to the right. For now, go left and interact with another switch to find the sarcophagus, though it immediately rises atop a tall tower—tempting you to climb up to it.



- Cut through the right opening and scramble up the wooden wall, twice.
- Jump right, scramble up, jump right again, and scramble up to the top of the tower—you're still unable to access the treasure.
- Move through the passage on the right, scrambling forward when the floor gives way. Hop over the tripwire farther down the hall before reaching a switch. Once the gate is open, step onto the platform, as the sarcophagus again rises out of reach.
- Hop left onto the craggy wall. Move right past a gap in the climbable surface before climbing and scrambling upward until you reach the top beam.
- Shimmy, jump, shimmy, jump to the left. Scramble up to the top to finally reach the treasure.

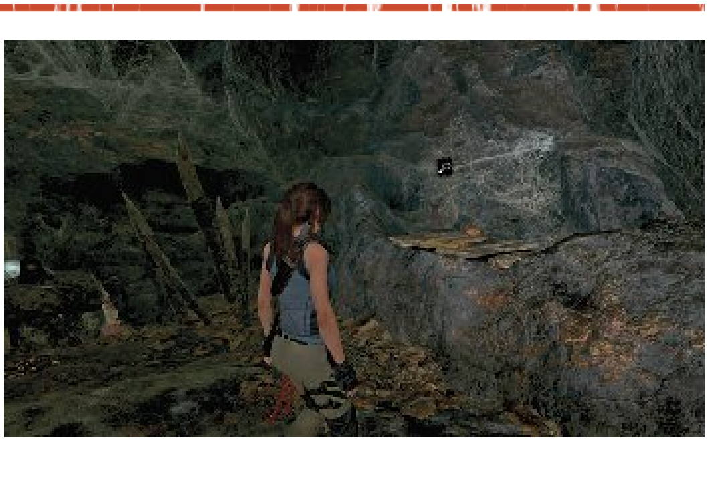
First, bust through the weak wall on the left to find treasure. Then open the sarcophagus to score the Vestige: Eveningstar's Cape.

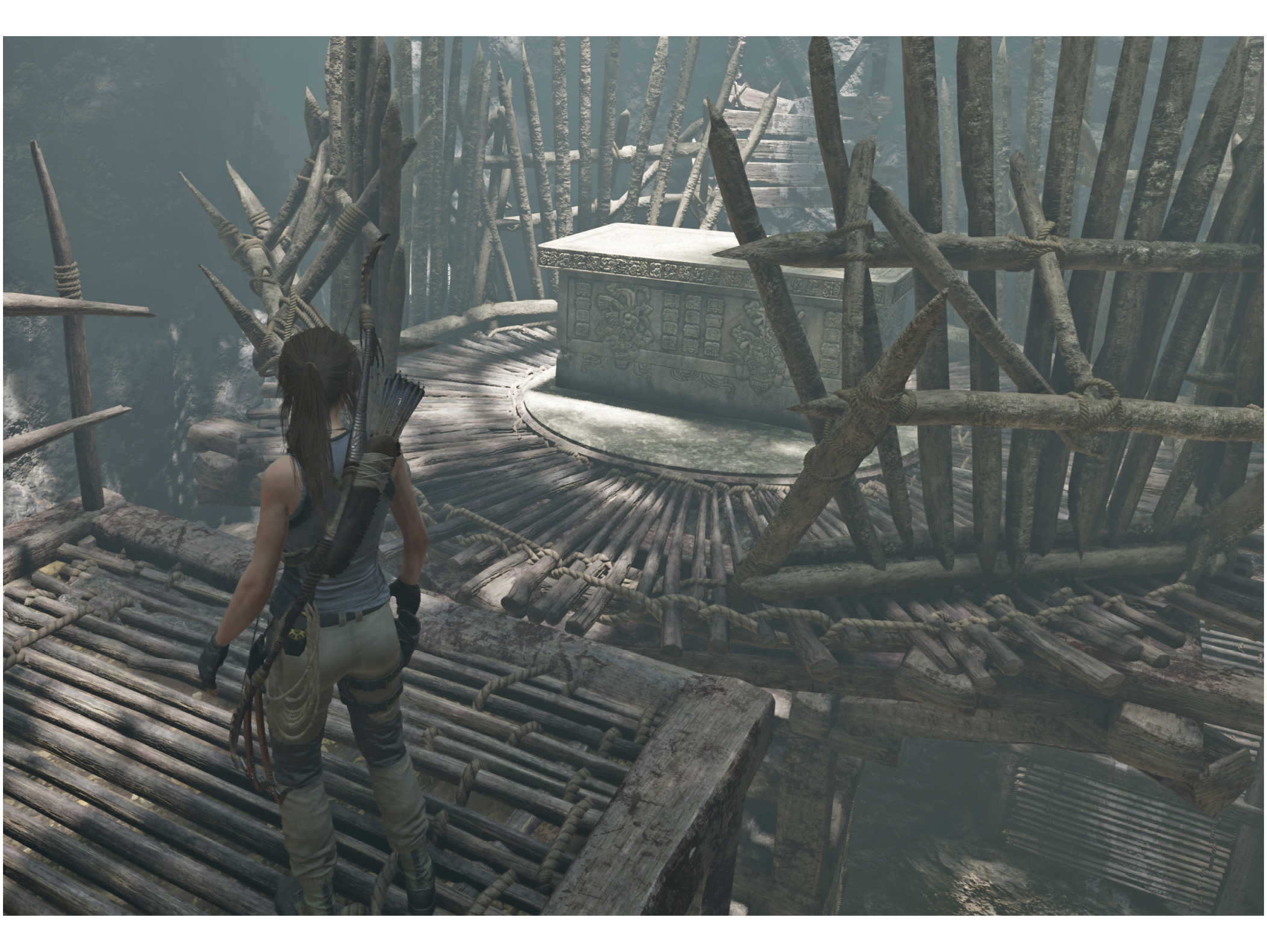
03 DOCUMENT

A KING'S RANSOM

- **Dialect: N/A**
- **Nearest Camp: Plane Fuselage**

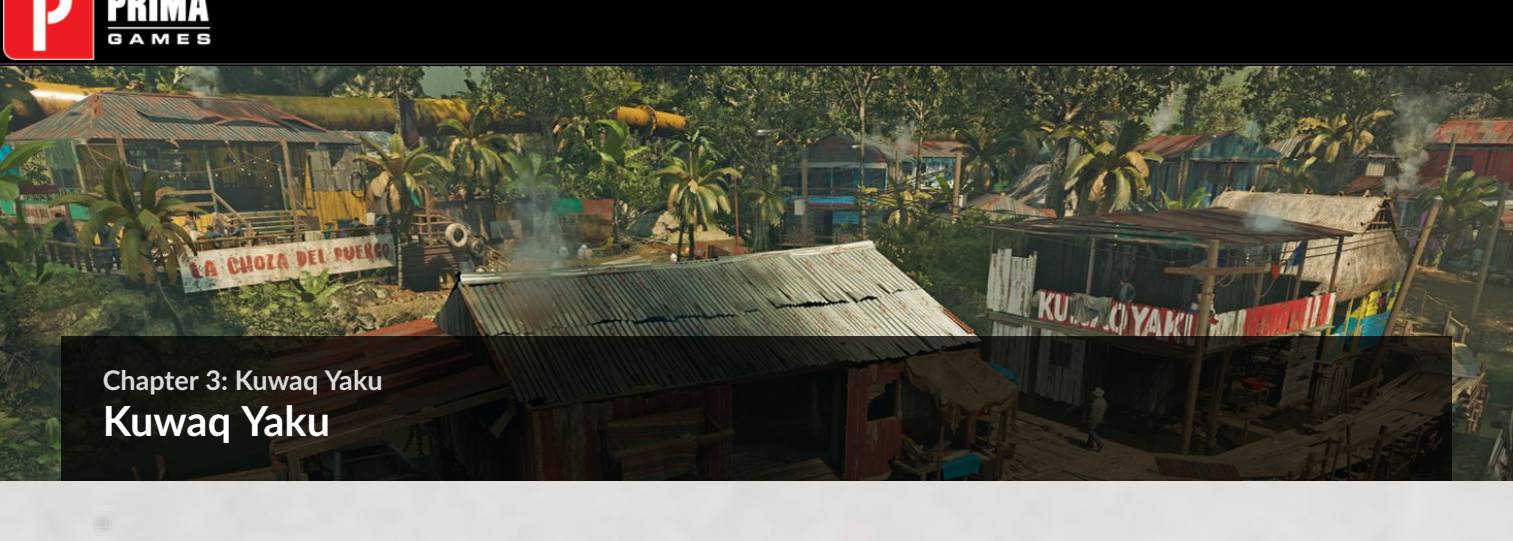
There is a climbable path directly above the Sarcaphogus. At the top is a wall that can be destroyed with the Climbing Axe, opening a room that contains the Document.





EXIT THE CRYPT

Jump and scramble onto the counterweight ahead to safely descend to the ground. Exit the way you came in.

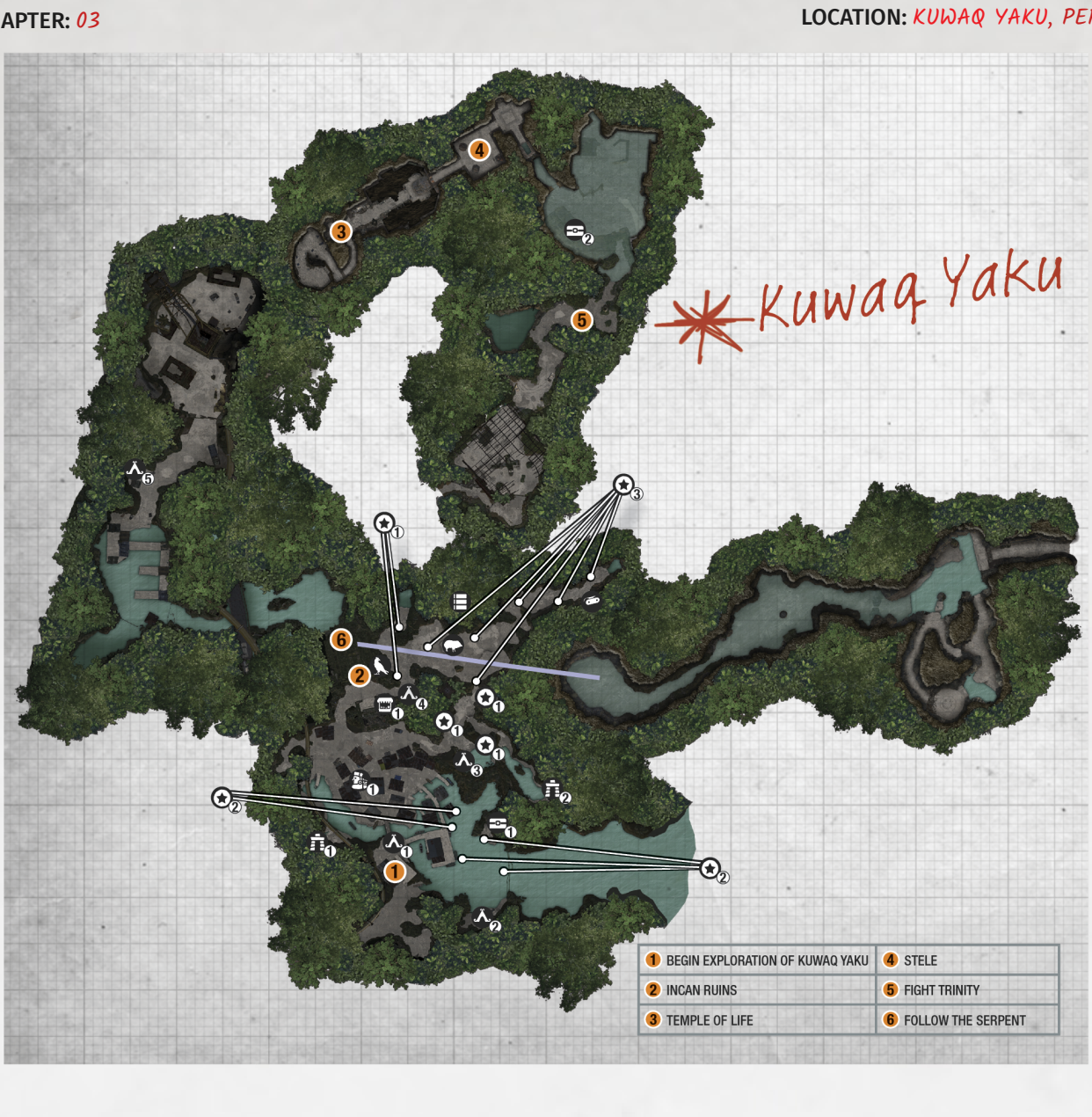


Chapter 3: Kuwaq Yaku

Kuwaq Yaku

CHAPTER: 03

LOCATION: KUWAQ YAKU, PERU



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission Giver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
5	1	1	3	2	2	4	18	10	14	3

MAIN STORY OBJECTIVES

- Explore Kuwaq Yaku
- Reach and Explore the Temple of Life
- Return to Kuwaq Yaku
- Follow the Serpent

SIDE MISSIONS

1 Blood Cries Out - Invasive Species

CHALLENGES

1 Crude Awakenings: Detonate five oil barrels.

2 Bottom Feeder: Harvest five aquatic plants.

3 Nam Deus: Destroy 5 sacrilegious jungle totems.

CHALLENGE TOMBS (SKILL)

1 Howling Caves (Huracan's Mantle)

CRYPTS (TREASURE)

1 Wayta, the Tyrant (Vestige: Nine Strides' Boots)

2 Unknown (Vestige: Condor Cowl of Urqu — Requires Shotgun)

MERCHANT

Item	Type of Item	Cost (Gold)
W&S Model 22	Handgun	4200
C&T S55	Handgun	4100
GF RAL	Rifle	3200
Pistol Sight	Handgun Attachment	1700
Pistol Suppressor	Handgun Attachment	1800
Pistol Ammo Pouch	Ammo Pouch	1600
Rifle Ammo Pouch	Ammo Pouch	1500
Vestige: Nine Strides' Harness	Outfit Upper	3200
Vestige: Hide Boots of Urqu	Outfit Lower	4300
Arrows	Ammo	180
Handgun Bullets	Ammo	180
Machine Gun Rounds	Ammo	180
Medicine	Resource	90
Perception Plants	Resource	90
Focus Plants	Resource	90
Salvage	Resource	120
Black Powder	Resource	150

WHERE THE TWINS CONFER — EXPLORE KUWAQ YAKU

After leaving Abby and Jonah (1), you're free to explore the village. Talk to villagers, help out Mission Givers, and search for resources and collectibles. There's much to do in Kuwaq Yaku. A challenge tomb and crypt are available from the start; refer to the appropriate section for more details. The first Base Camp is found at the bottom of the steps ahead.

THE VILLAGERS

Talk to villagers to learn about life in Kuwaq Yaku; look for the speech bubbles above their heads. Some reveal interesting locations and other secrets, which appear on the map after the conversation.

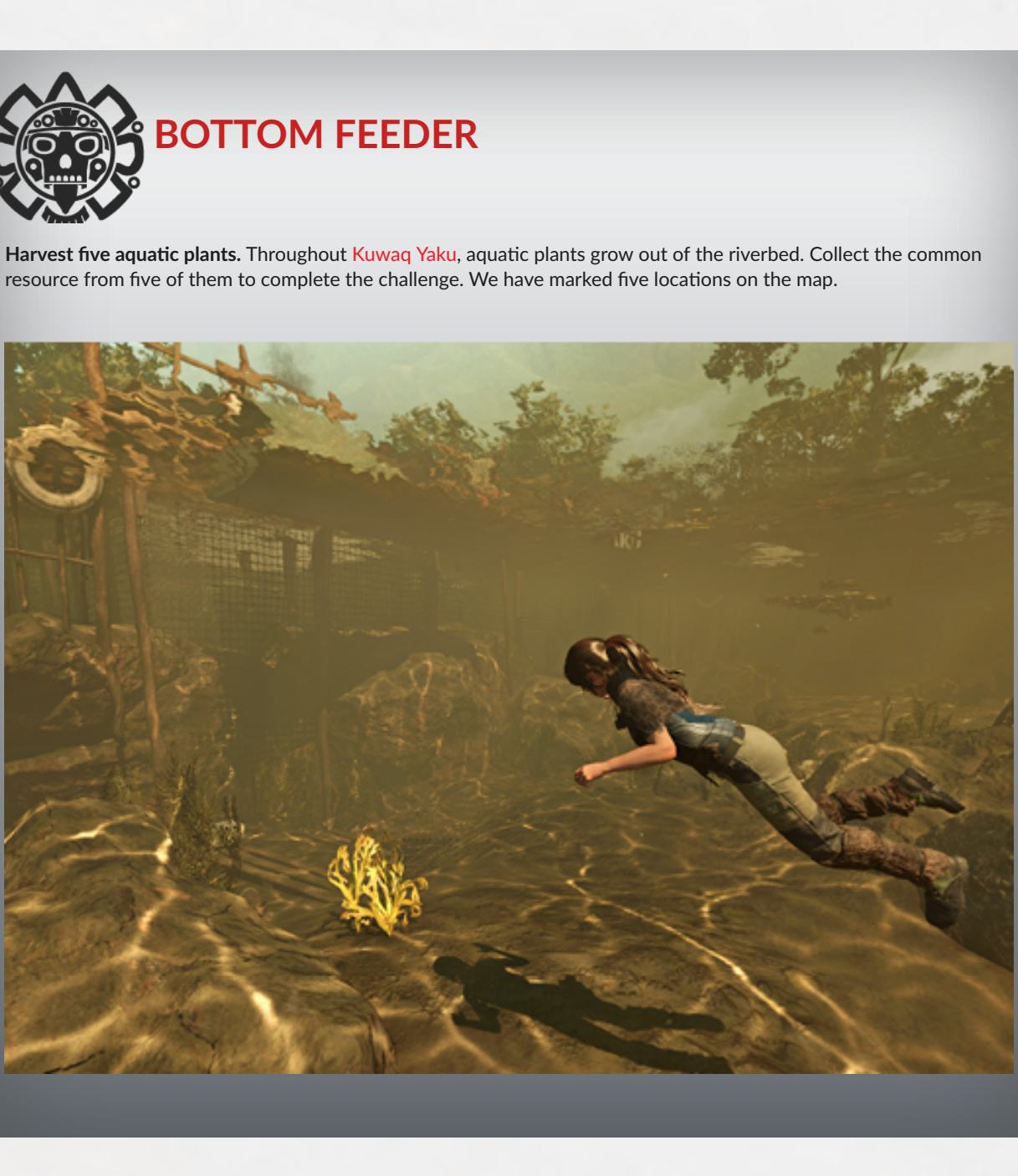
Keep an eye out for unique villagers with more to offer. Merchants trade resources and special gear in exchange for gold coins. Mission Givers need assistance. Speak to them to begin side missions, which are trackable on the Status screen and map.

WEAPON UPGRADES

Now that you have three of the four weapon slots filled, it may be worth looking into upgrades for them. Select Inventory at a Base Camp and highlight the weapon you wish to upgrade. How stats are affected and the required resources are given along the bottom of the screen. Weapon-upgrade tools (unlocked via the Skill tree) are required to access the locked upgrades. Remember that each weapon is upgraded separately; upgrades do not apply to all weapons of that type.

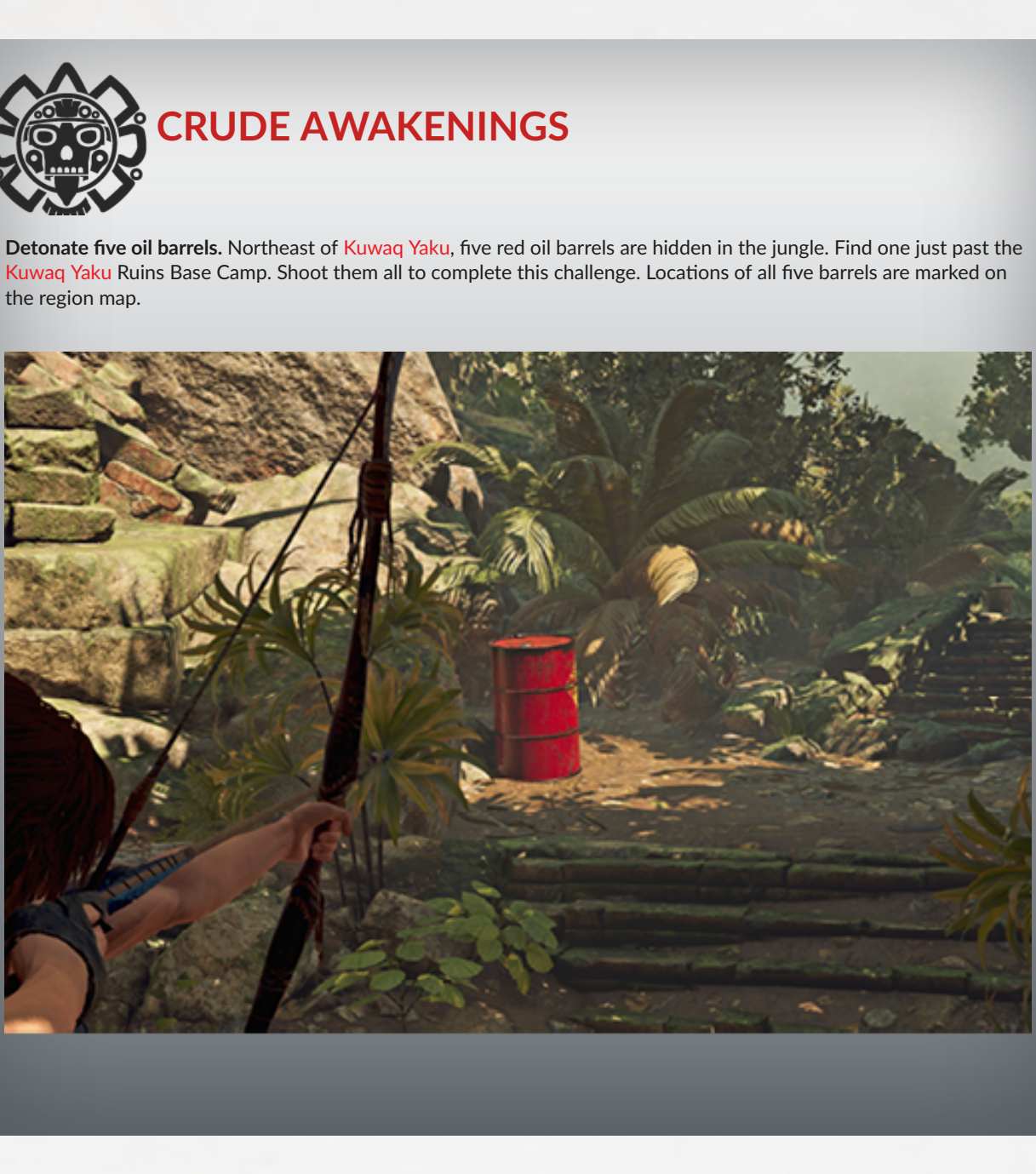
BOTTOM FEEDER

Harvest five aquatic plants. Throughout Kuwaq Yaku, aquatic plants grow out of the riverbed. Collect the common resource from five of them to complete the challenge. We have marked five locations on the map.



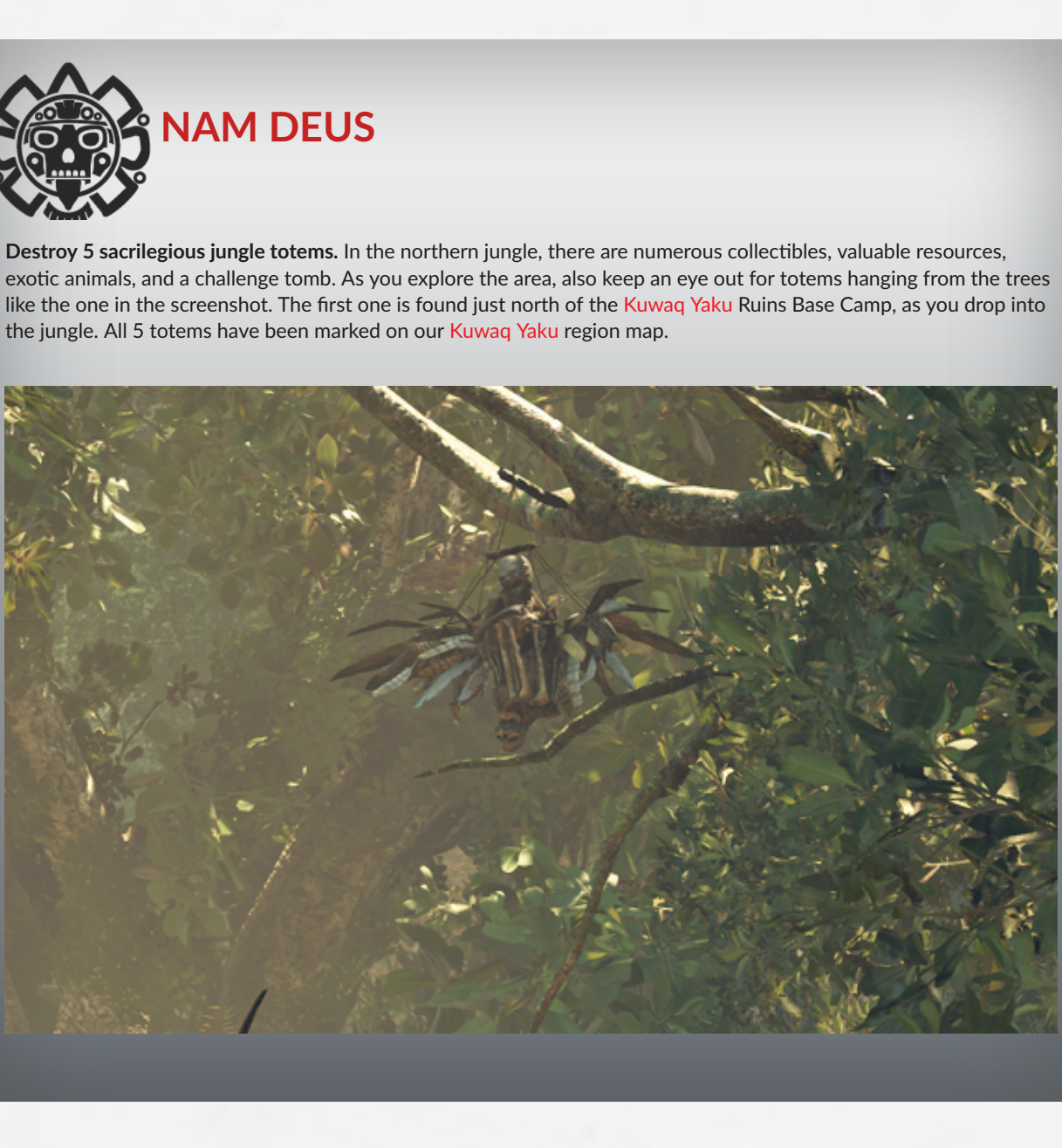
CRUDE AWAKENINGS

Detonate five oil barrels. Northeast of Kuwaq Yaku, five red oil barrels are hidden in the jungle. Find one just past the Kuwaq Yaku Ruins Base Camp. Shoot them all to complete this challenge. Locations of all five barrels are marked on the region map.



NAM DEUS

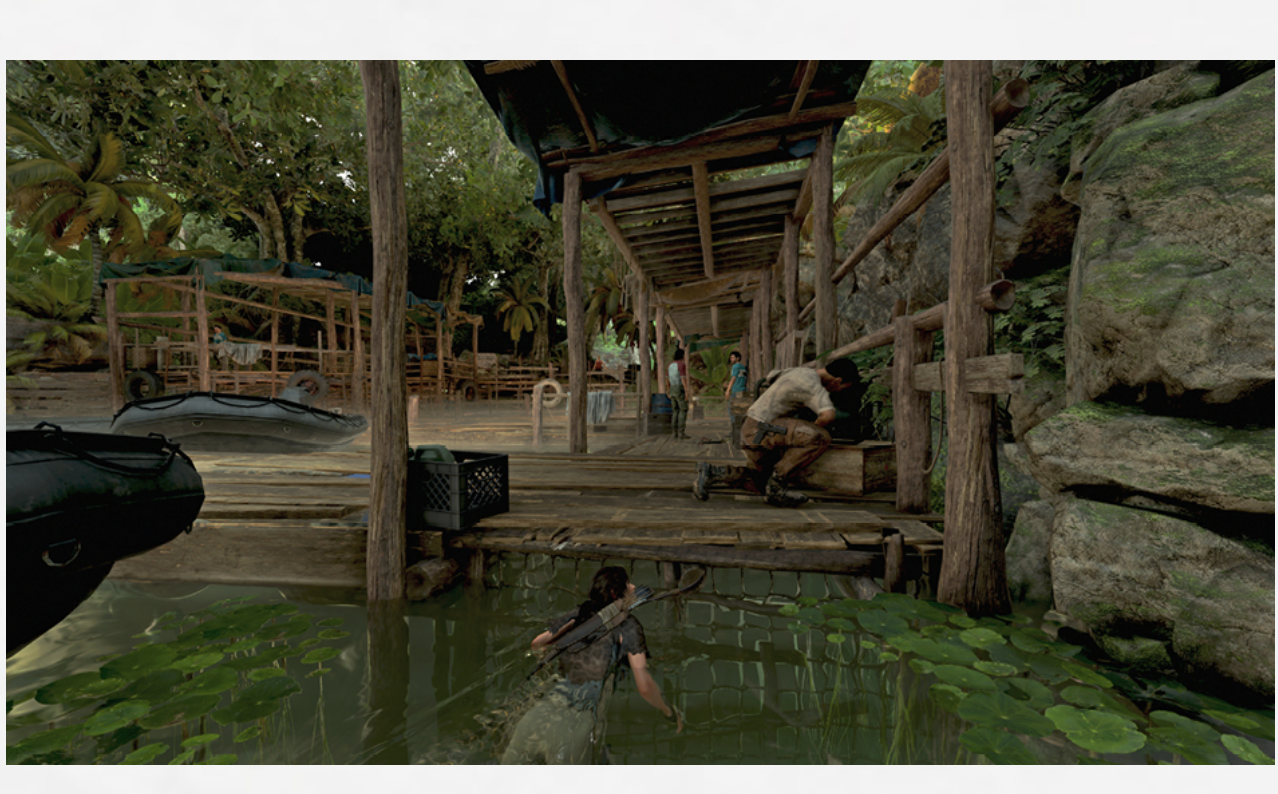
Destroy 5 sacrilegious jungle totems. In the northern jungle, there are numerous collectibles, valuable resources, exotic animals, and a challenge tomb. As you explore the area, also keep an eye out for totems hanging from the trees like the one in the screenshot. The first one is found just north of the Kuwaq Yaku Ruins Base Camp, as you drop into the jungle. All 5 totems have been marked on our Kuwaq Yaku region map.

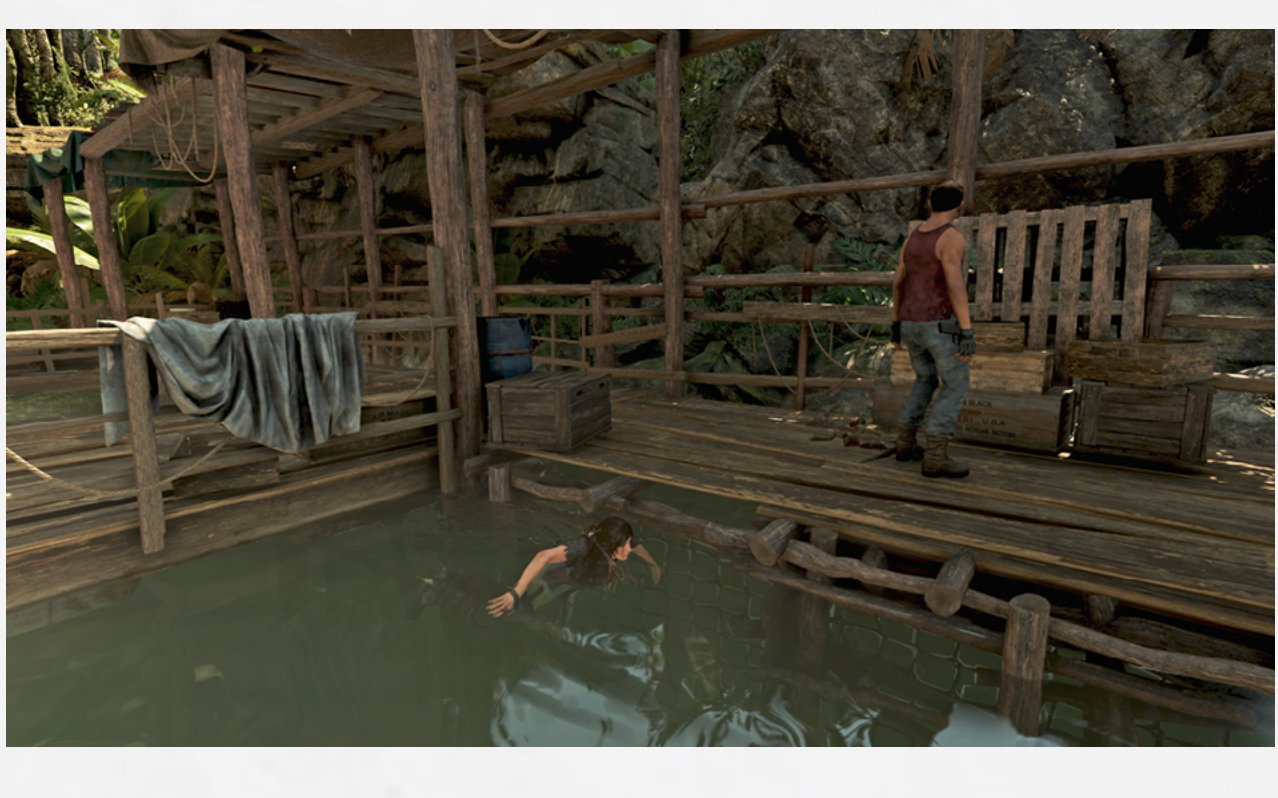


PATH OF THE LIVING: REACH THE TEMPLE OF LIFE

To continue the story, find Incan ruins (2) just north of the village and step inside. Once you regain control, dive into the water. Swim left under the bridge and through an underwater hole in the fence.

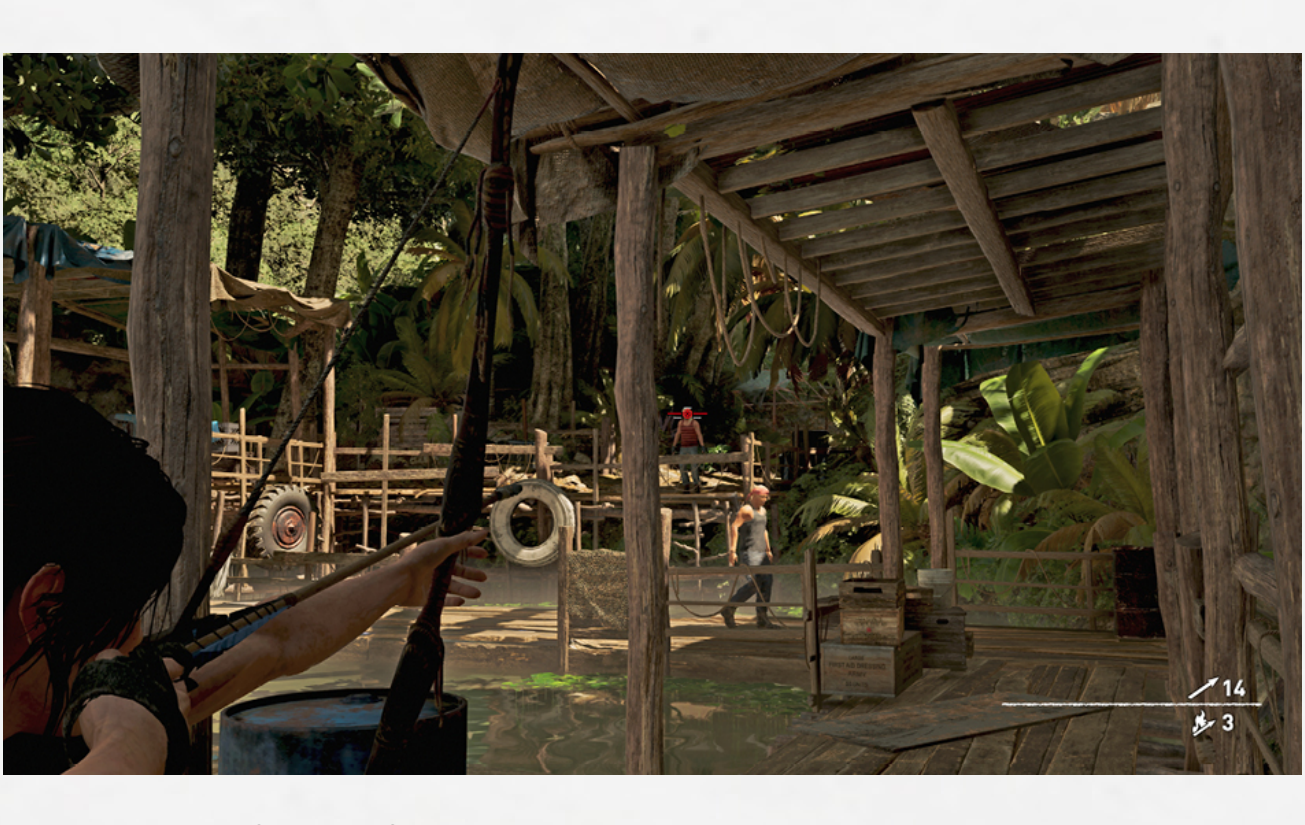
Five Trinity soldiers patrol the docks ahead; start out by waiting for the nearest foe to become isolated, and pull him into the water. Now, one enemy patrols along the dock ahead of you, two patrol the two perpendicular docks, while the final guy stands on the upper walkway at the far end. It's best to take each one out while isolated from the others. If you're spotted, attempt to lose them by diving into the water and swimming back to the start.





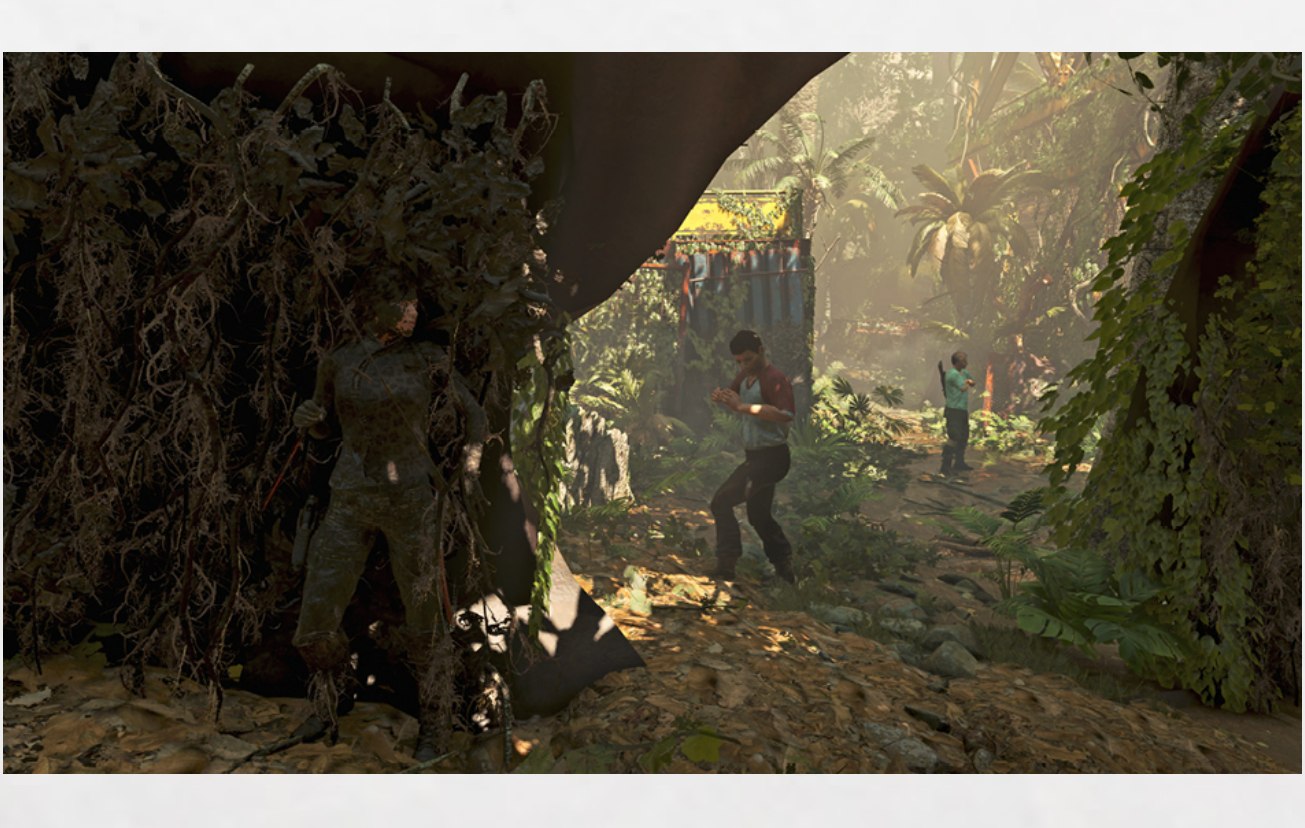
Dive under the dock and approach the first guy on the left, but don't emerge until you see the right enemy move away from your position. Once the left soldier is isolated, pull him into the water. Swim right and take cover at the corner of the docks. Once the third guy is within range, deposit him into the water.

The far guy watches the docks from above, while the other patrols back and forth—in and out of the other's view. Stand on the first dock, line up a headshot on the far enemy, and let it fly once the mobile foe moves to the right. Finish off the last guy and search for resources and a collectible as you follow the walkway to the Docks Base Camp.

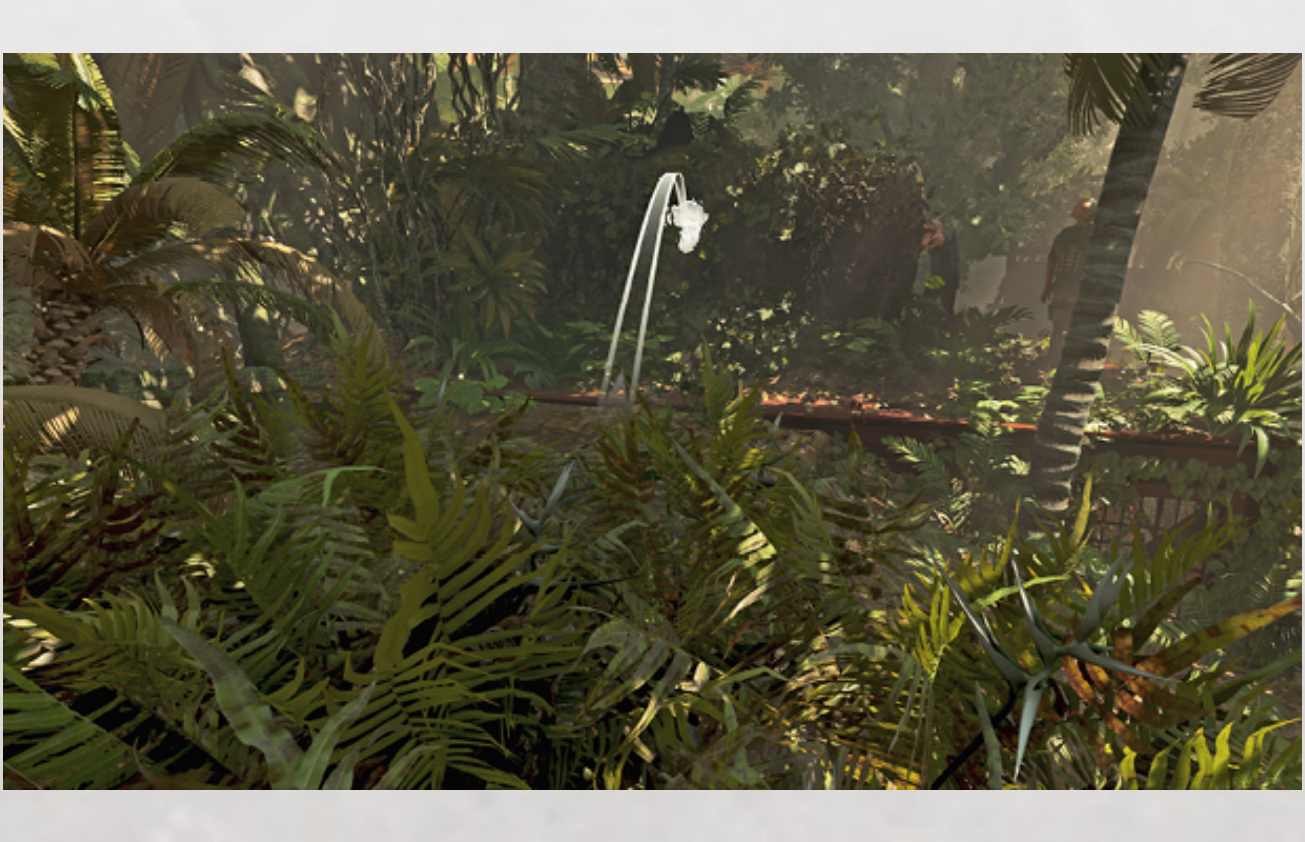


INFILTRATE THE PORVENIR CAMP

Stop by the mud patch in the next area to cover yourself in mud. This reduces the chances of being seen, and you're completely hidden when standing against a mud-covered wall. Wading or swimming in water removes the camouflage. Collect the items in the area before climbing through the opening in the fence.

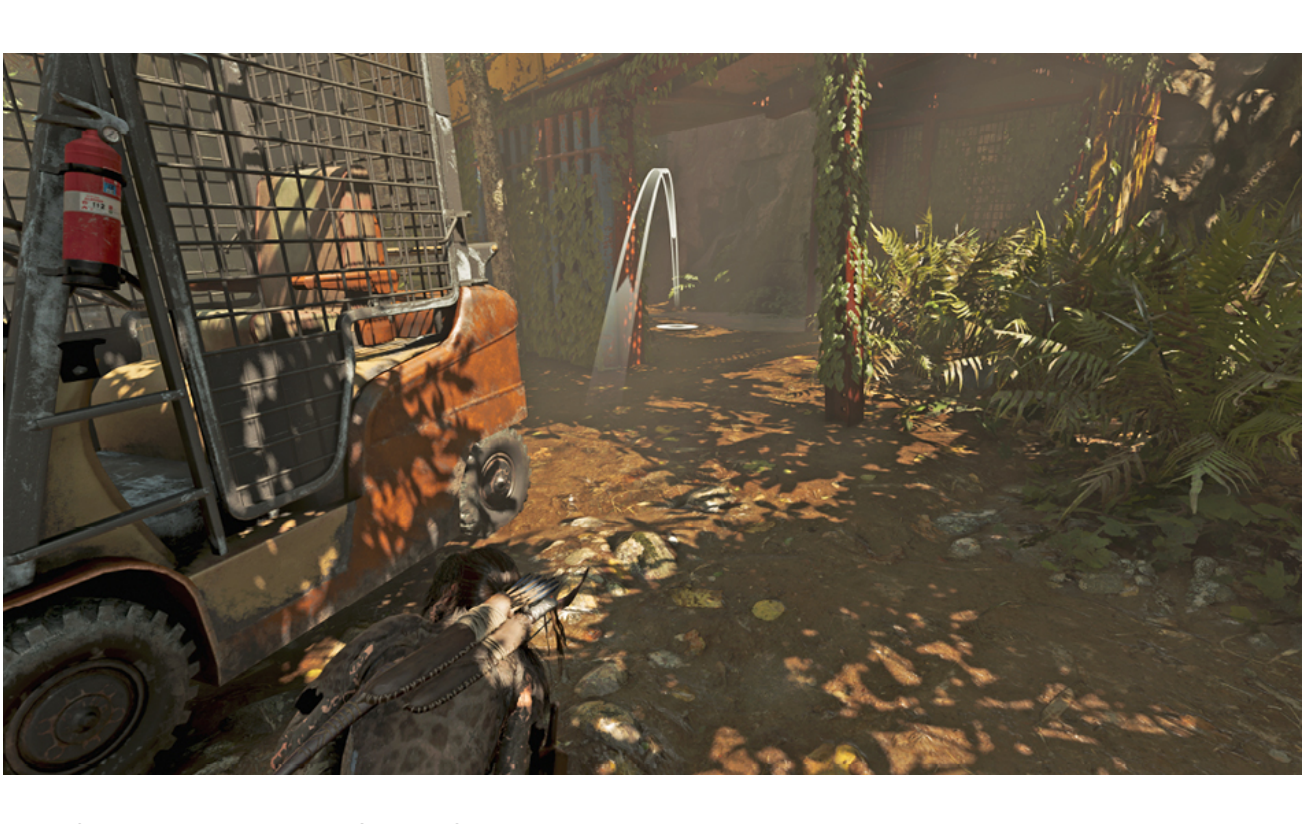


Four Trinity soldiers patrol this area: two just ahead near the mud-covered walls, and two more on the far side. One of these distant foes roams between the two locations, so stay alert.



Hide in the mud-covered wall on the right and allow the mobile soldier to get within range before taking him down. Now move through the left structure, pick up a bottle, and watch the two men on the left. Throw a bottle against the tank and stealth kill the soldier that investigates. Move around the tank and take care of his partner. Finish off the final guy and move into the next area, where four more soldiers mingle.

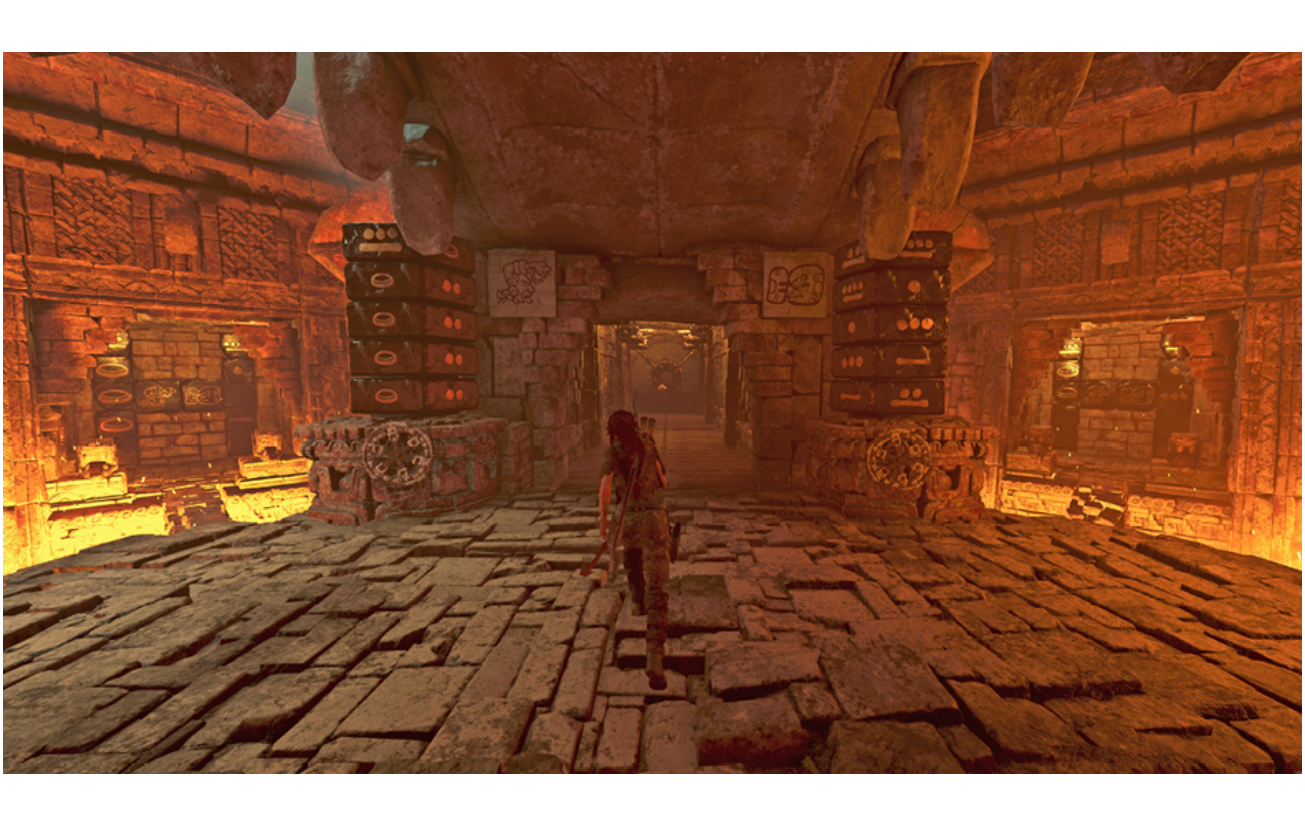
From the bush, scramble to the log and kill him as he kneels out of view of the others. Move through the opening on the left and quickly scramble into another concealment bush, where the second enemy is an easy target. Take cover behind the forklift and grab the bottle off its payload. Fling it into the shelter on the right. When someone investigates, kill the last two foes while they're separated.



EXPLORE THE TRINITY EXCAVATION

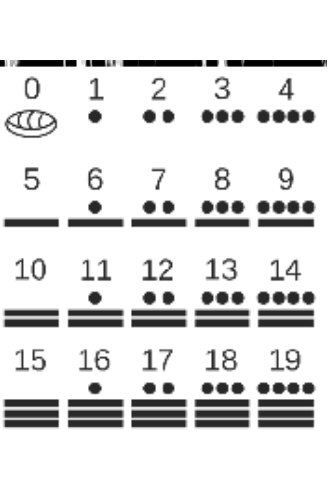
Pry open the yellow door, jump onto the craggy wall, and rappel into the underground excavation site. Collect the resources and valuables as you descend the dirt ramp, and follow the path to the Temple of Life (3). Examine the mural to the left before heading right across the bridge to reach the calendar puzzle.

In order to pass through the central passageway, you must set the correct numbers into the two towers. Attempting to traverse the central passage with an incorrect number results in the floor collapsing, though a quick scramble gets you back to safety. Art on each side of the passage provide most of the required numbers, and cranks on the towers are used to set them. Solve the puzzle with the following steps:



A QUICK LESSON ON MAYA NUMBERS

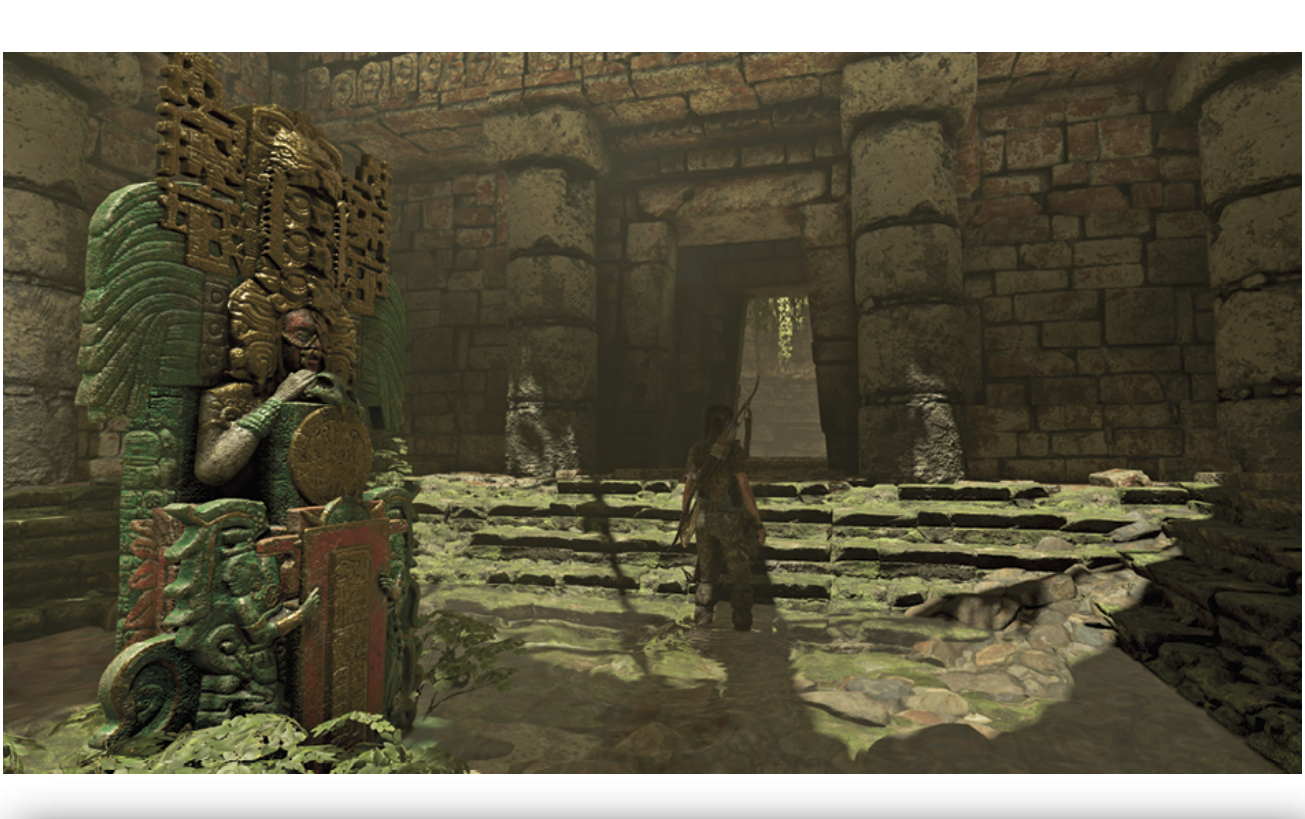
The disk icon represents zero. A horizontal line equals five, while each dot equals one. For example, a line with three dots above it equals eight. The left tower uses even numbers: 0, 2, 4, 8. The right includes 1, 3, 5, and 7.



- Interact with the left crank and turn it until it reads zero. Cross the narrow bridge and interact with the block to reveal a new graphic.
- Use the right crank and set it to one. Cross the new bridge and push the block to reveal the new image.
- Set the next number on the left to zero and the right to three. Run down the center passage and interact with the stone to reveal another door, then return to the puzzle.
- Set the left tower to zero and the right to five. Again, interact with the ring at the end of the passage to reveal a third door.
- The final numbers come from the Maya Date photograph taken at the Mexican temple (Artifacts>Path of the Stars), and Jonah. Set the left disk to zero and the right to seven. Open the final door to proceed through the temple.

HEAD BACK TO KUWAQ YAKU

A Monolith is in the next room, so if you meet the requirement, find the nearby riches. When you're ready to move on, climb through the hole in the wall. A stele (4) provides the Eagle's Talon Skill. Search the room before moving on. Swan-dive into the water and straight into concealment.



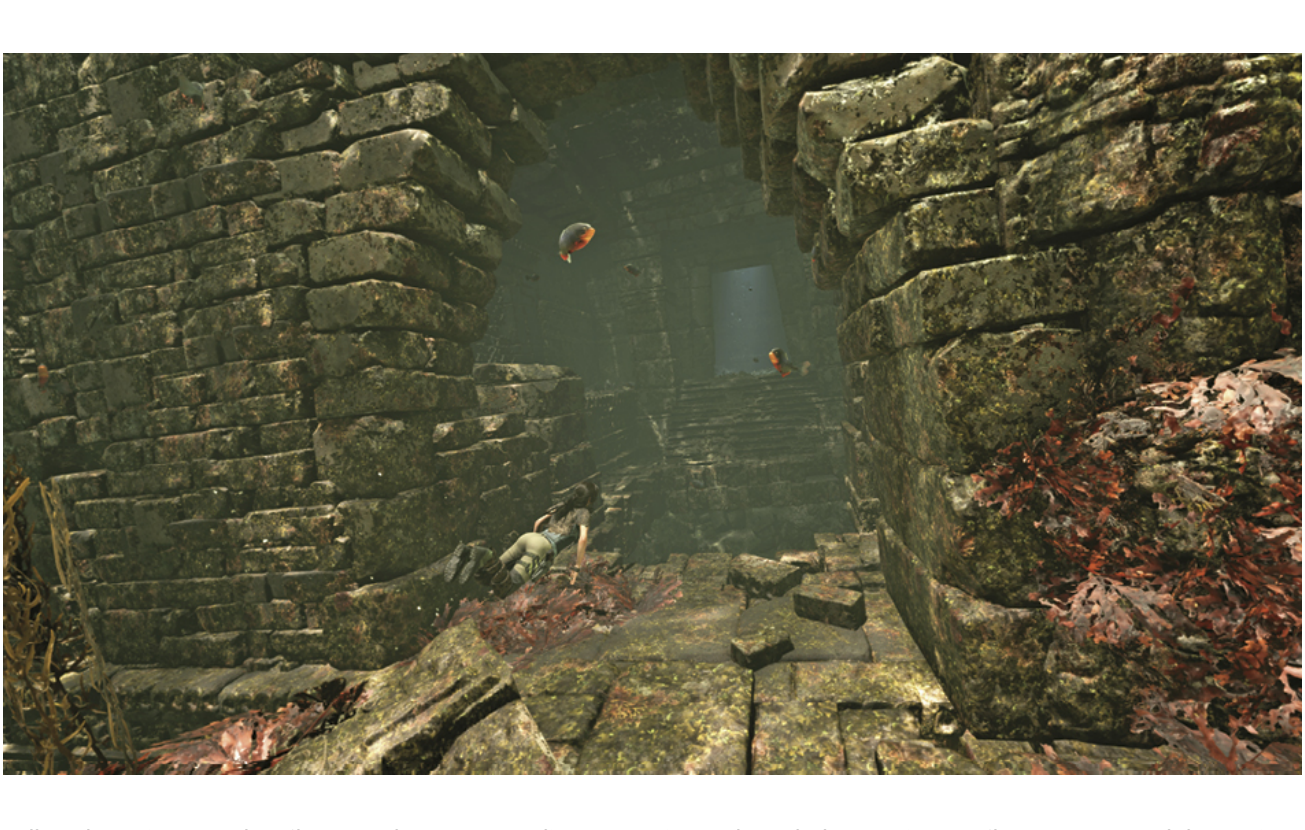
BEWARE OF THE PIRANHAS

Piranhas are small in stature, but a school of these hostile fish quickly gnaw through your health if they get close. Plan your routes accordingly, steering well clear of them and using underwater concealment to hide from them. If available, Survival Instincts highlights the fish in red.

It's almost always a good idea to use fast swim when swimming underwater. With limited lung capacity, the quicker you move, the farther you can go before taking a breath. Never pass up an air pocket. If you have trouble making it through the underwater sections, spend Skill points on improving your time underwater.

When the piranhas move past your location, swim to the trapped air, while surveying the cavern ahead. Your exit is up on the far wall, but there's no easy way through with all the schools of piranhas in the way. A submerged building sits to the right, which holds some goodies (including a Treasure Chest, but the Lockpick is required). A path through the left ruins leads around the dangerous foes to the exit.

Swim into the ruins on the left and take the right path to an air-bubble pocket. Swim through the opening next to the air pocket, turn right, and follow the narrow path until you see steps ahead. Exit left through the doorway and swim straight for the air pocket.

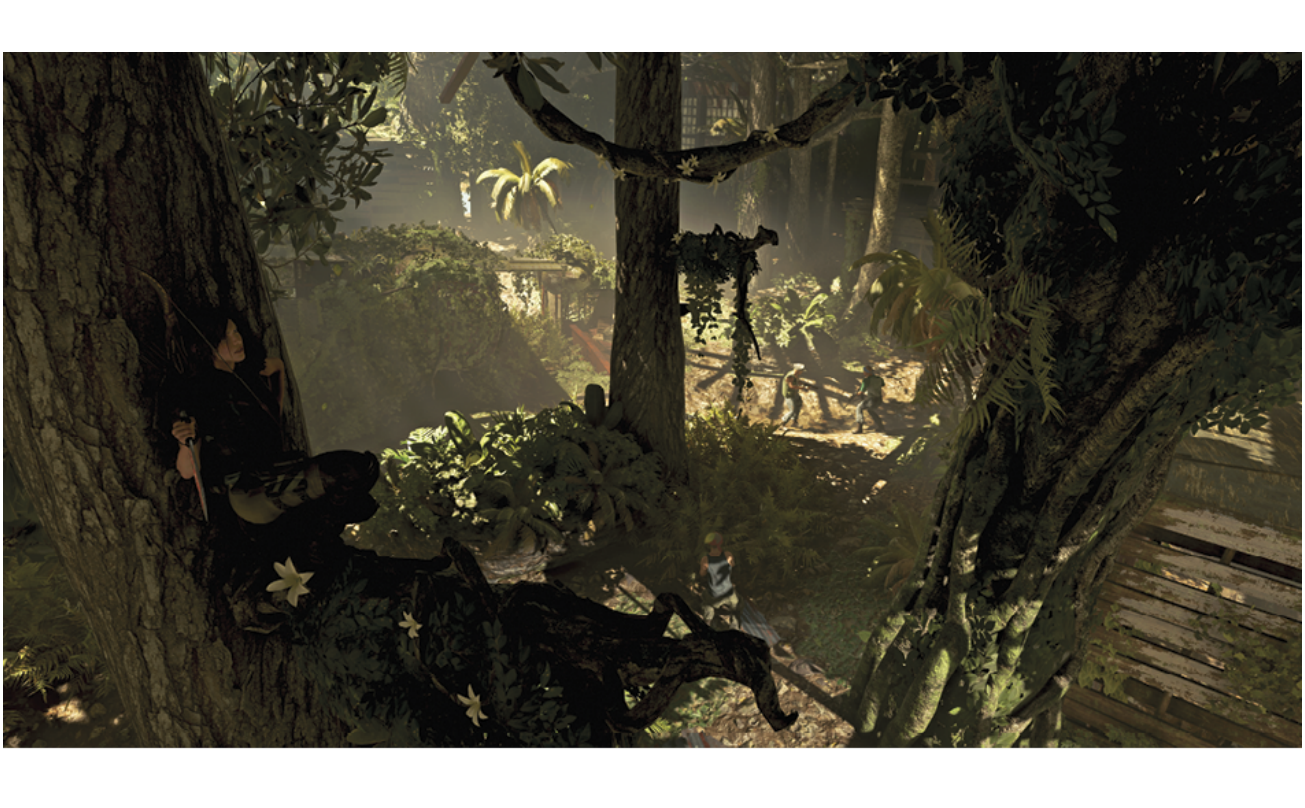


Follow the stairs around until you reach an open, sunlit room. Swim up through the openings until you surface, and then swim through the doorway. Move right and scramble up the wall to re-enter the jungle.

PATH OF THE DEAD — RETURN TO KUWAQ YAKU

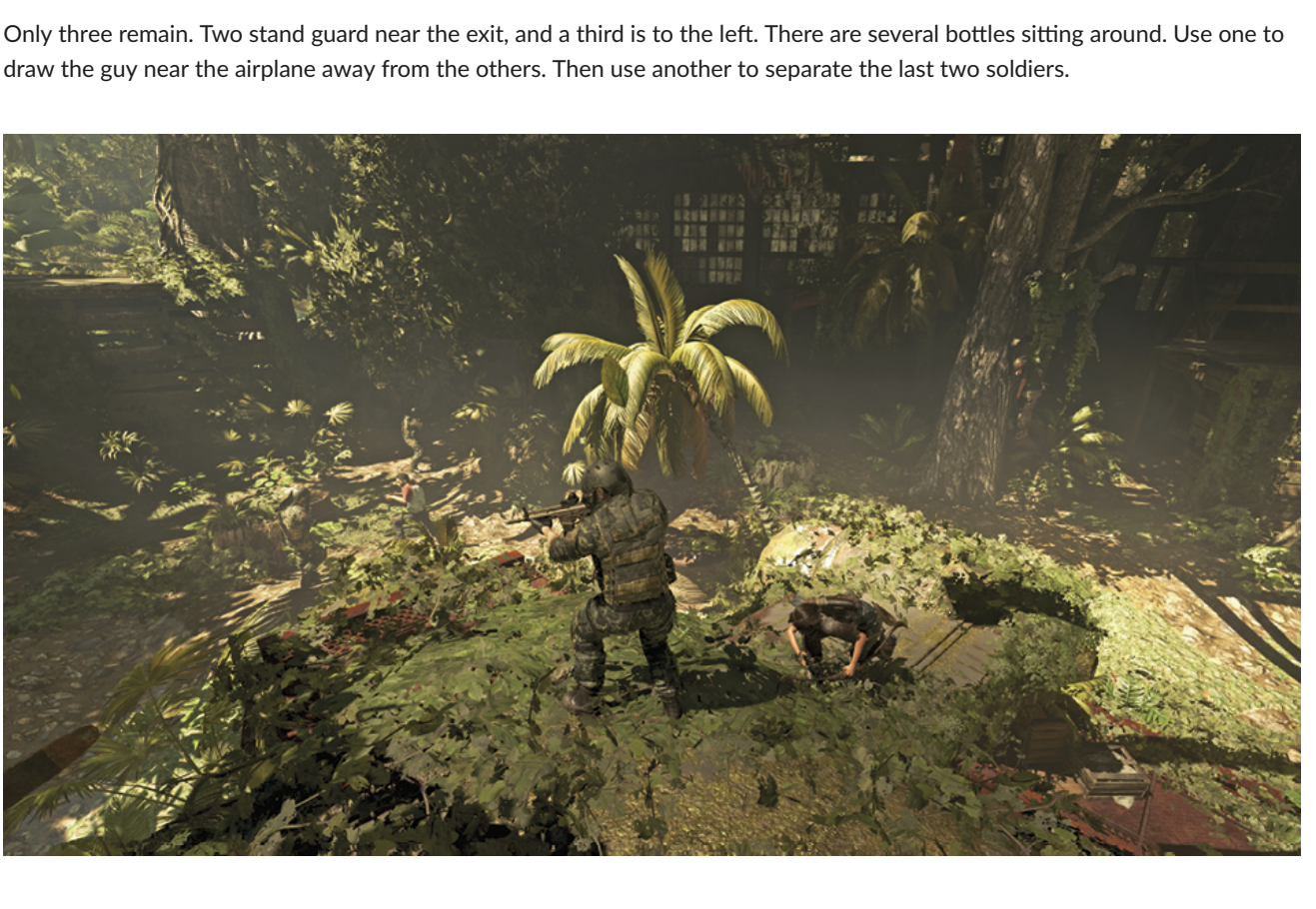
Search the area before running up the root (5) and jumping to the branch. Test your new move on the first Trinity soldier by performing a tree-canopy takedown on him. Kill the second guy with a simple stealth takedown. Continue along the trail.

At the hangar, scramble up the nearest tree and observe the enemies. The guy below your position is usually unwatched. Wait for the mover to walk away before stringing up the first guy with a rope arrow. Follow the right boundary past the wood structure and duck into the bushes. Once the mobile enemy gets close enough, kill him with a stealth takedown.



The next enemy stands facing the airplane, making him an easy target for a quick takedown. Next, climb the tree to the right. Once the guy on the right gets close, string him up in the tree. Move onto the airplane and quietly kill the armored guard.

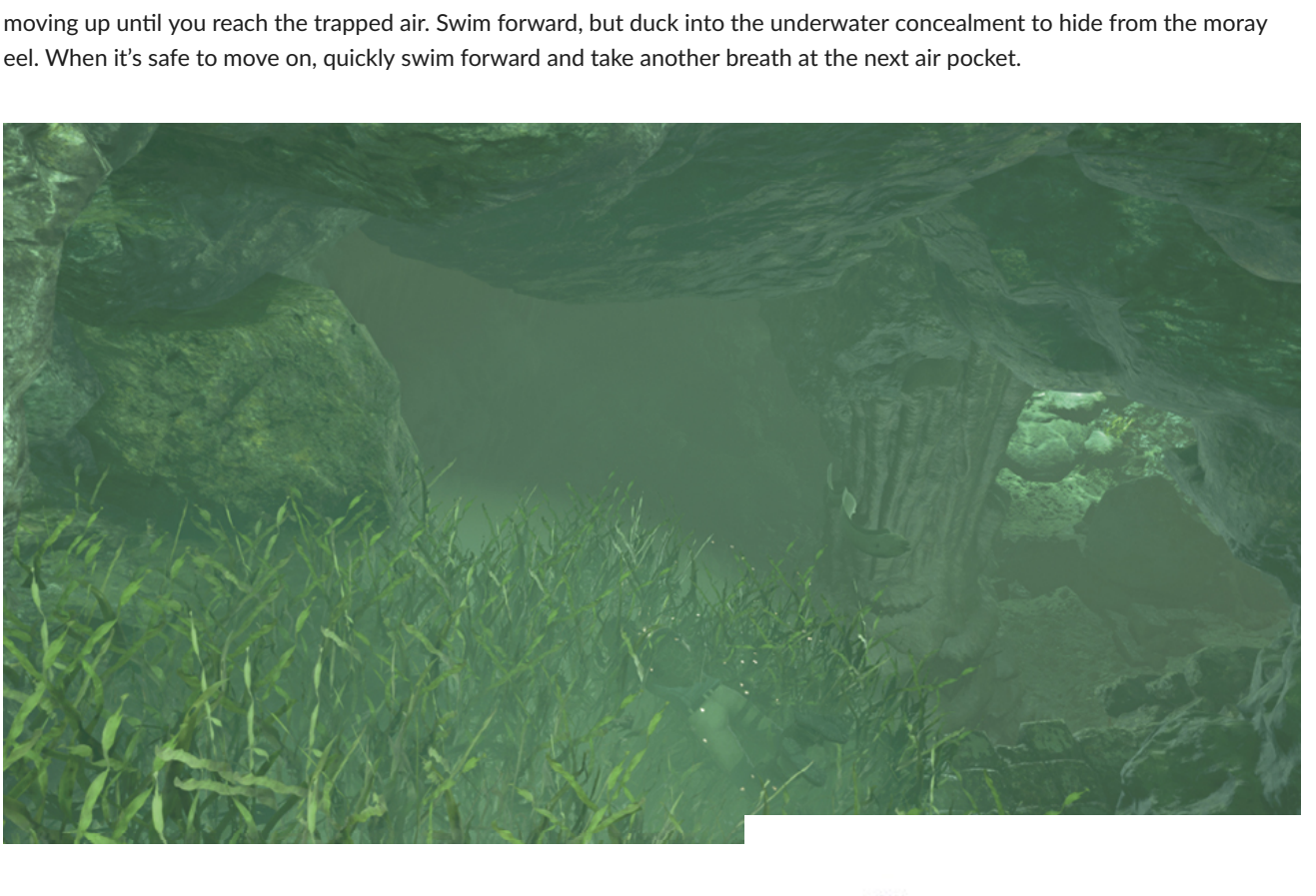
Only three remain. Two stand guard near the exit, and a third is to the left. There are several bottles sitting around. Use one to draw the guy near the airplane away from the others. Then use another to separate the last two soldiers.



Once all's clear, climb the far wall, run along the trail to the next clearing, and search the area. Follow the path across a pool of water and up a short ledge to reach the ruins. Turn right and stay on the trail to reach the Temple of Death Base Camp.

PATH TO THE HIDDEN CITY — COMPLETE THE TRIAL OF THE JAGUAR

Re-enter the Temple of Death, squeeze through the hole in the wall, and descend the steps to the left. After becoming trapped inside (6), move down the steps and jump into the water below. Dive underwater and follow a water tunnel to the right. Keep moving up until you reach the trapped air. Swim forward, but duck into the underwater concealment to hide from the moray eel. When it's safe to move on, quickly swim forward and take another breath at the next air pocket.

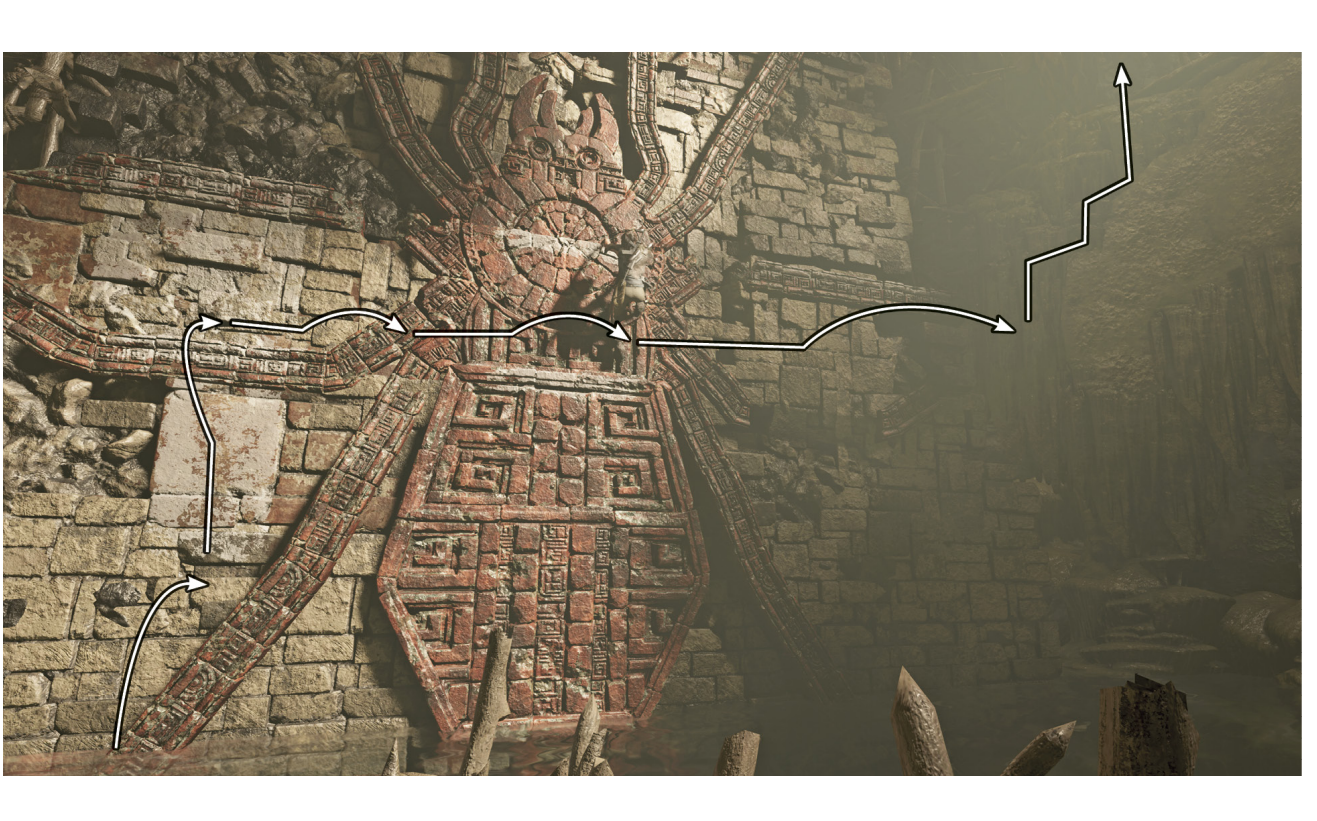


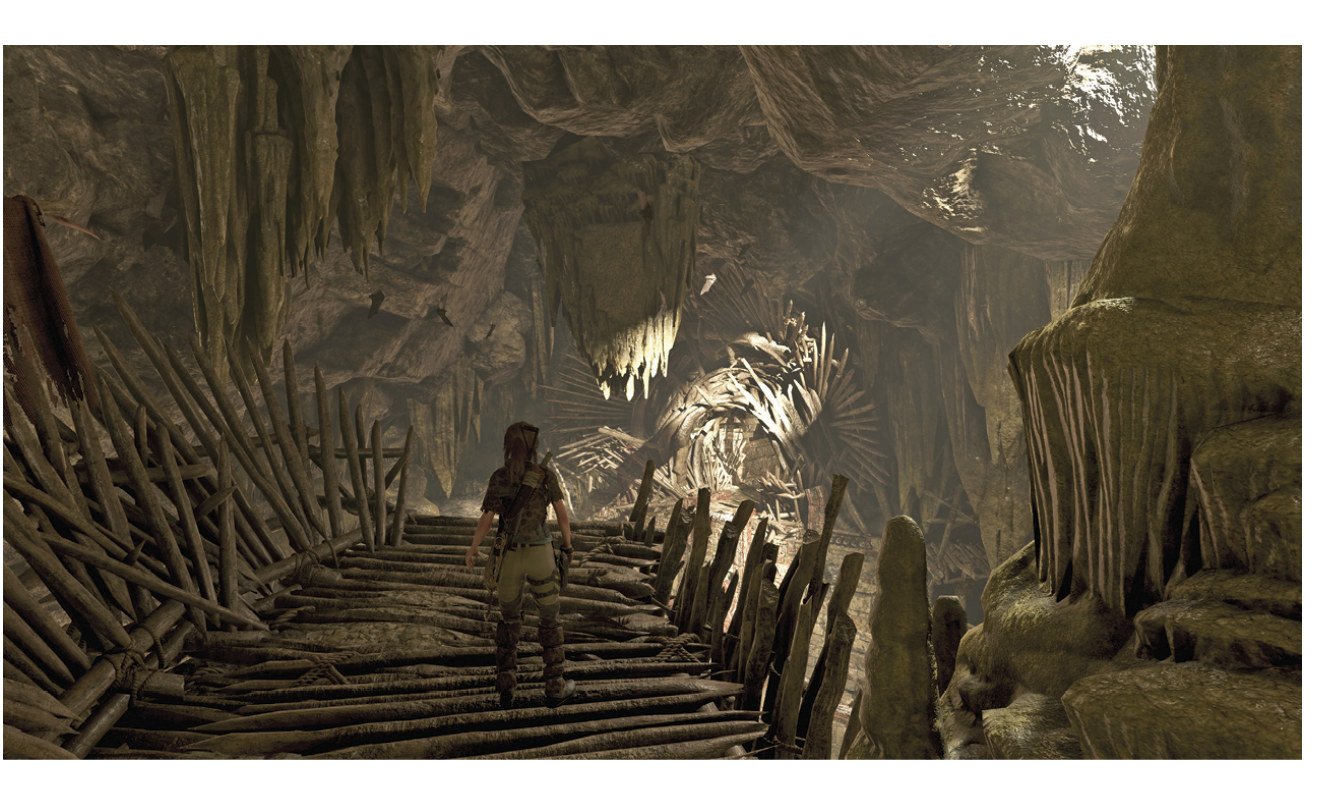
THE MORAY EEL

This isn't your first encounter with the moray eel, but now you're able to avoid contact with them altogether. Use the concealment at the bottom of the water to hide from the predator. If one grabs you, rapidly press the Interact button to free yourself from its grip. Each successful attack by an eel drains your precious air.

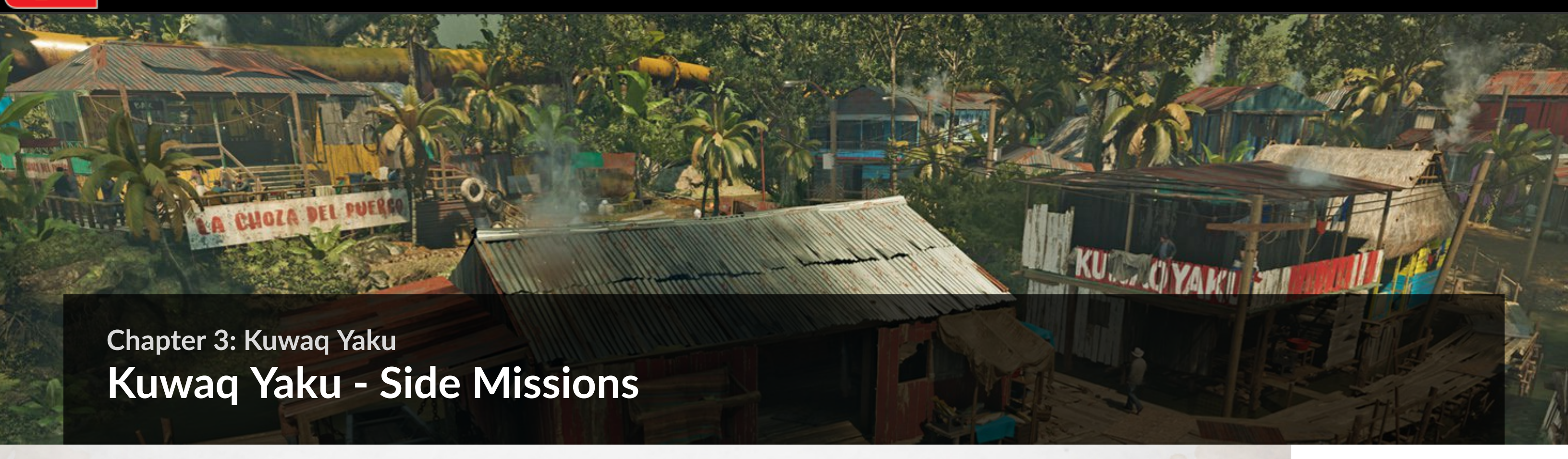
COMPLETE THE TRIAL OF THE SPIDER

Continue straight until Lara squeezes through a crevice and ends up in a cavern. From the rock platform, leap toward the left side of the wall and climb up. Shimmy and jump to the right corner, and then leap to the craggy wall. Scale up and right, then follow the path until it splits. Go left, jump toward the sunlight, and climb into the circular chamber to find rare resources. Exit through the small tunnel on the other side.



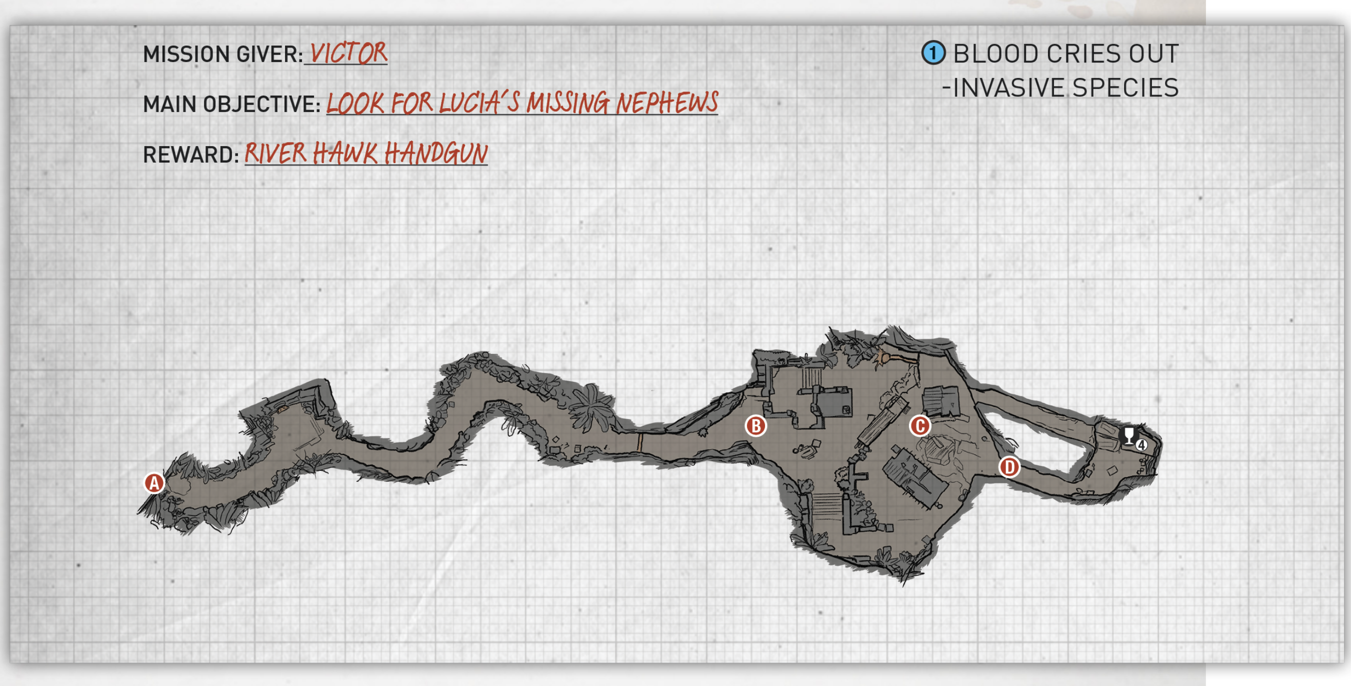


Turn left at the cliff edge, and when you can't go any farther, leap toward the climbable wall. Throw your Grapple Axe to grab on. Swing back and then forward to build momentum, and jump to the ledge above the wall you climbed earlier. Follow the corridor to exit the cave and find the next trial.



Chapter 3: Kuwaq Yaku

Kuwaq Yaku - Side Missions

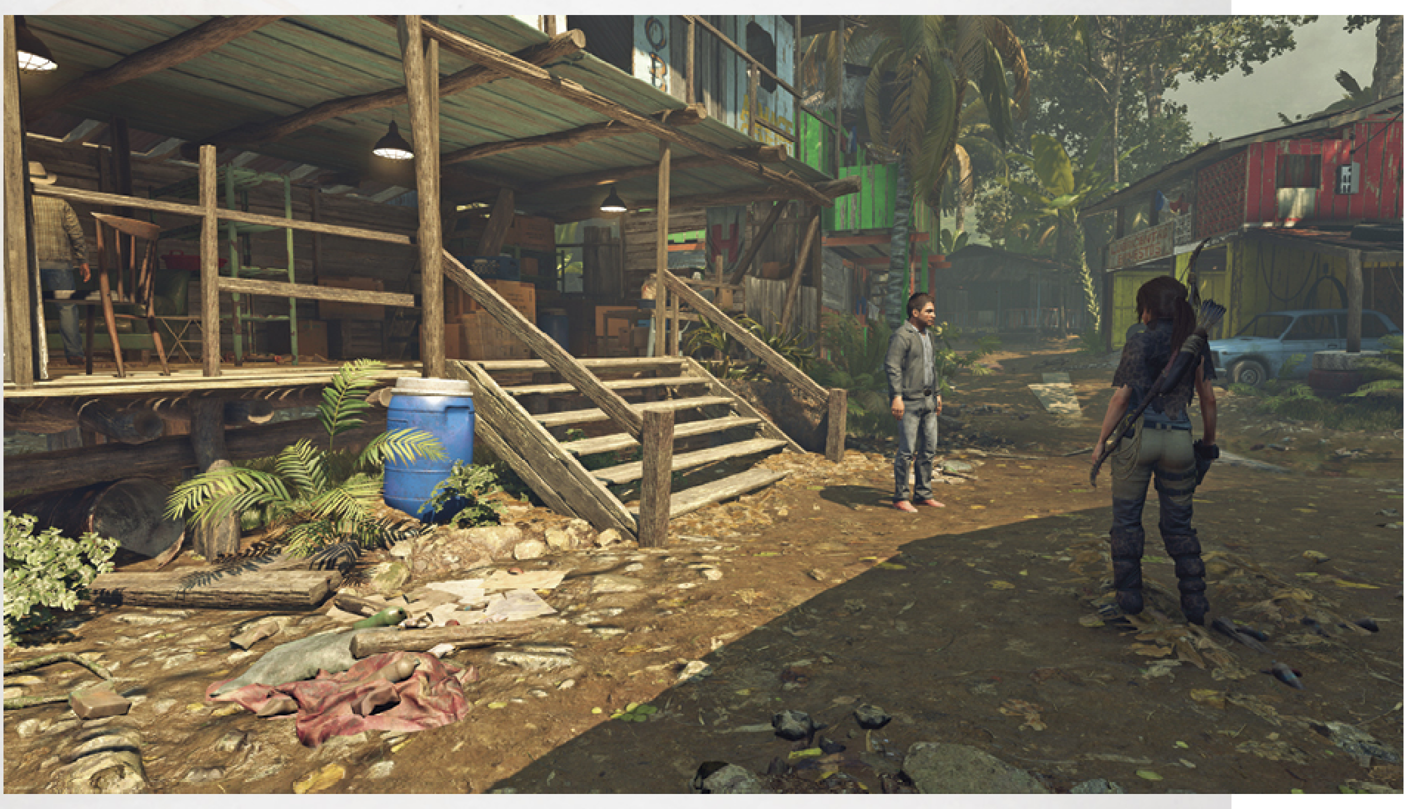

MISSION GIVER: VICTOR

MAIN OBJECTIVE: LOOK FOR LUCIA'S MISSING NEPHEWS

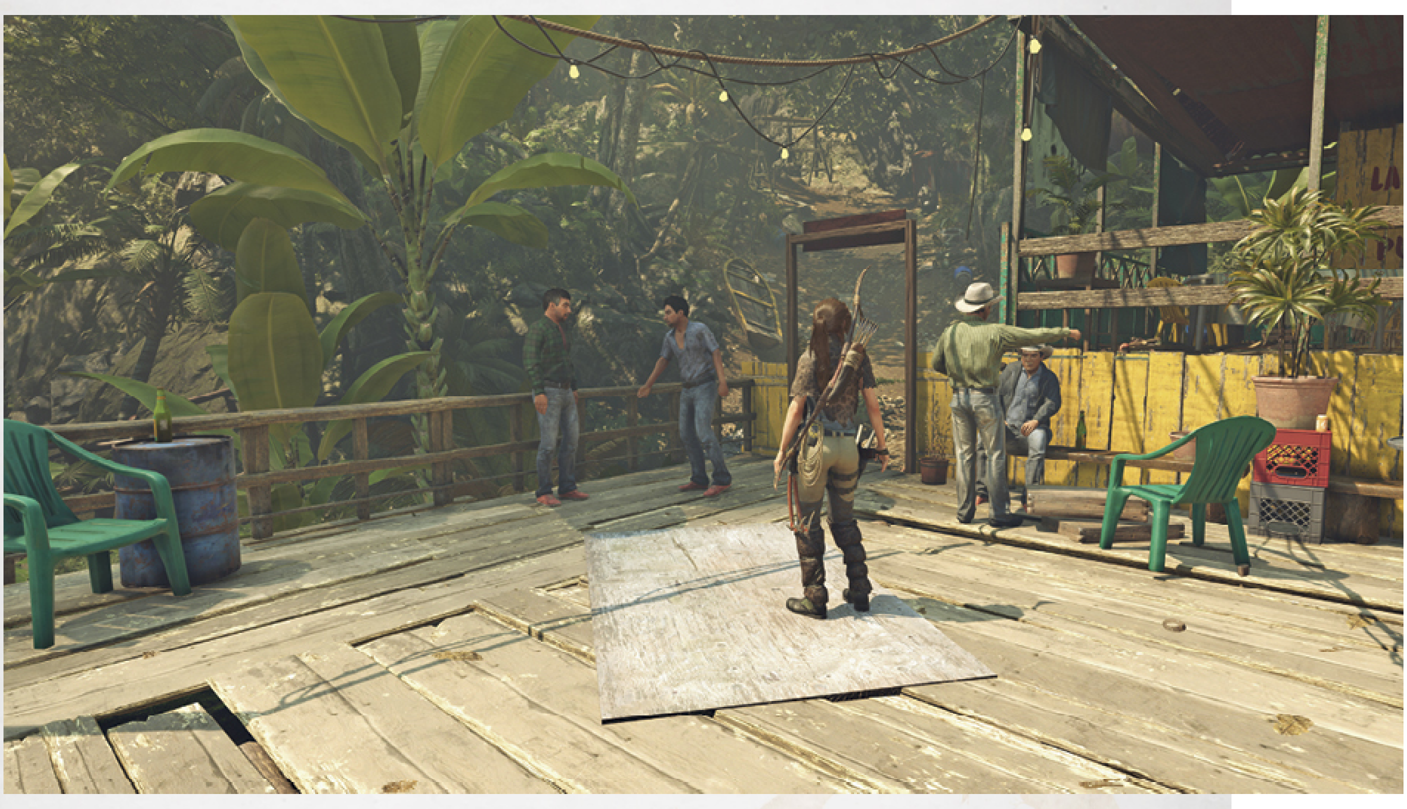
REWARD: RIVER HAWK HANDGUN

① BLOOD CRIES OUT
-INVASIVE SPECIES

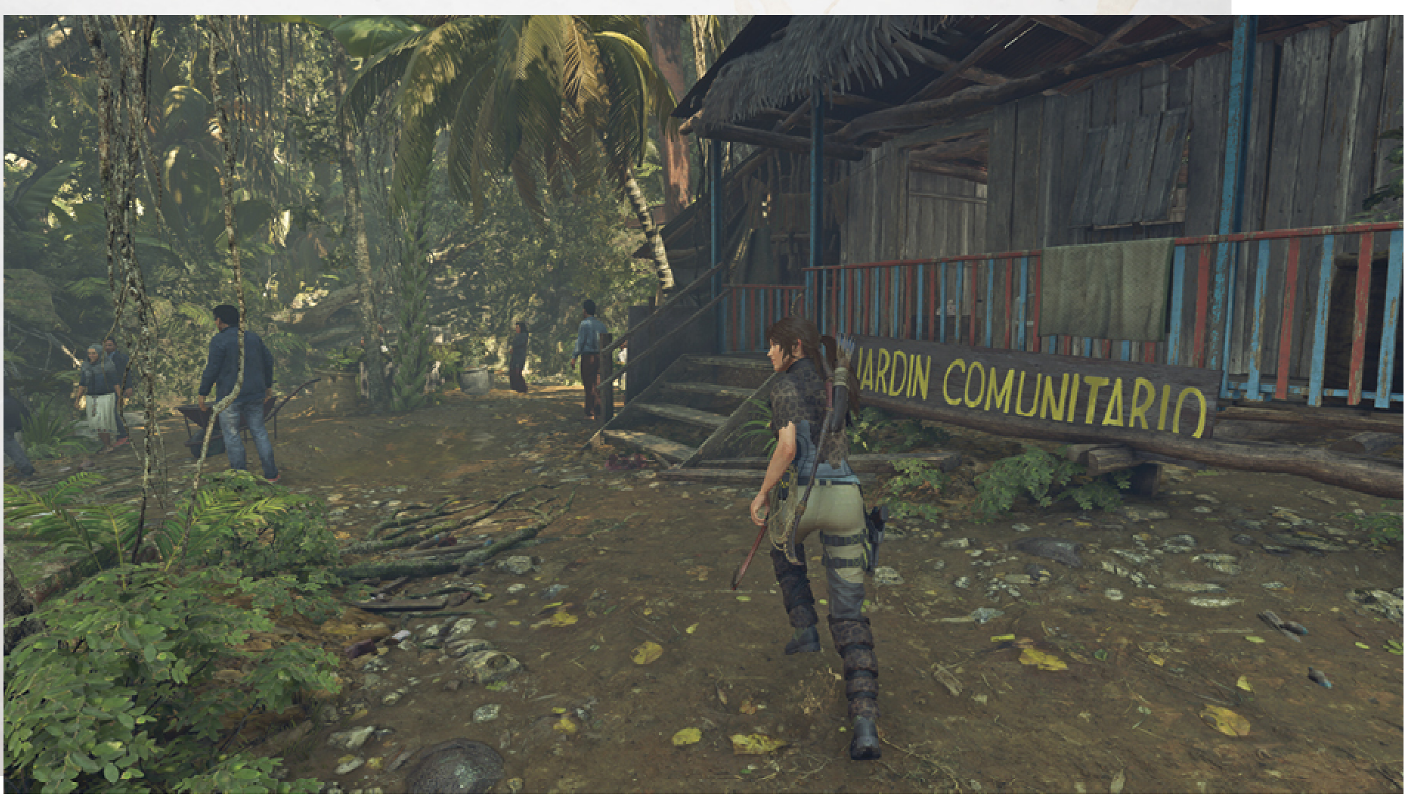
Approach the two-story shack that sits on the river, two houses from the Kuwaq Yaku Base Camp, to witness two men in an argument. Victor gets knocked off the front steps and stands in front of the house. Talk to him to begin the side mission.



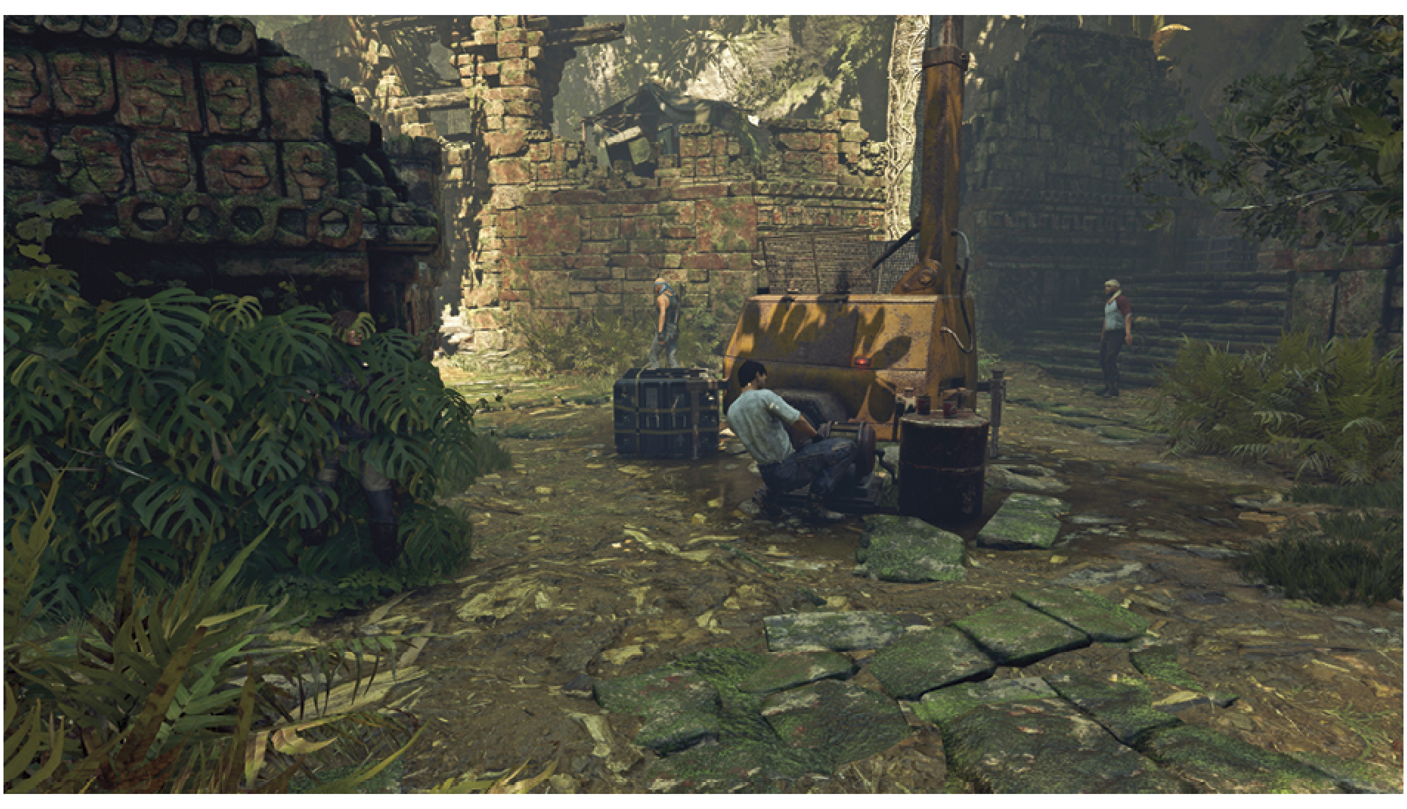
Speak with Omar, who sits on the couch inside the shack. He sends you to see Marco, who stands against the far railing at Abby's cantina. Next, head to the edge of town.



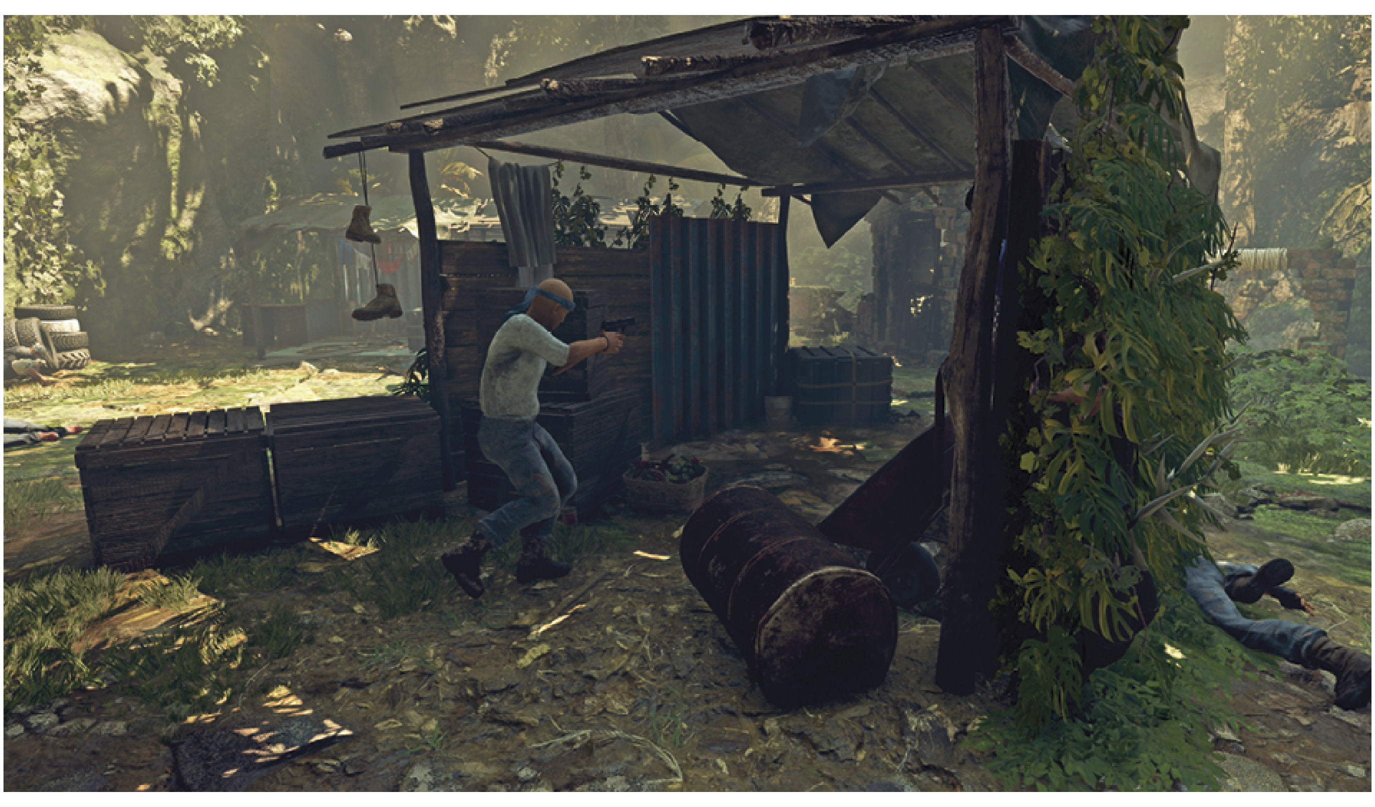
Run past Victor to the "Jardin Comunitario" sign leaning against a porch on the left. Head toward the jungle and crawl under the tree (A). Follow the trail left. Scramble through the short tunnel, slosh through the mud, and climb into the opening to find the pillagers.

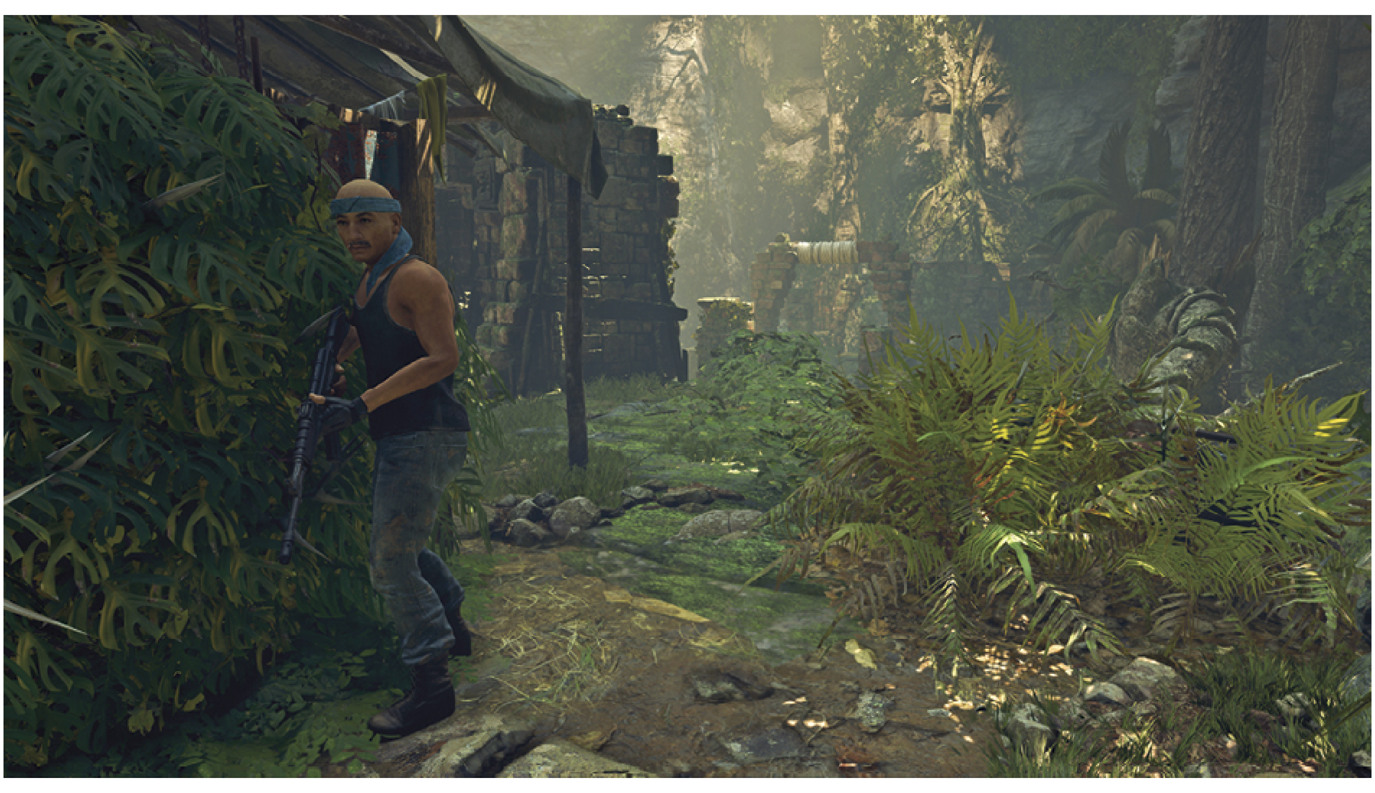


Four Trinity soldiers occupy the first area (B). Step into the vegetation wall right of the first enemy and perform a stealth takedown when his buddy leaves his side. Next, move into the vegetation wall behind the man working on the machinery, wait for a third guy to walk in between, and dispose of the seated foe. Immediately scramble into the right bushes and stealth kill the lone soldier by the steps, before finishing off the mobile enemy.



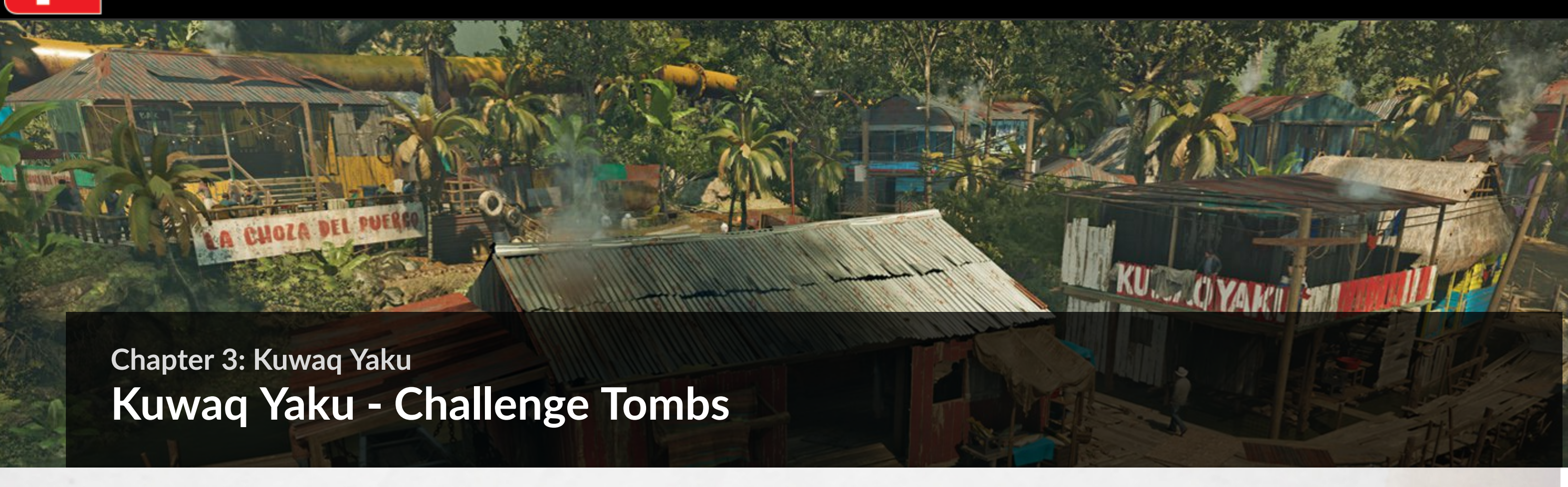
Three more men patrol in and out of the shelters (C) above. You can get to them from the stairs, but a back way gives you better access. Climb the tree on the other side of the ruins and leap over to the big branch, which leads into a concealment bush ahead. Scramble into the storage shelter, grab a bottle, and return to the bush. Toss it against the vegetation wall. When a lone soldier investigates the noise, take him down.



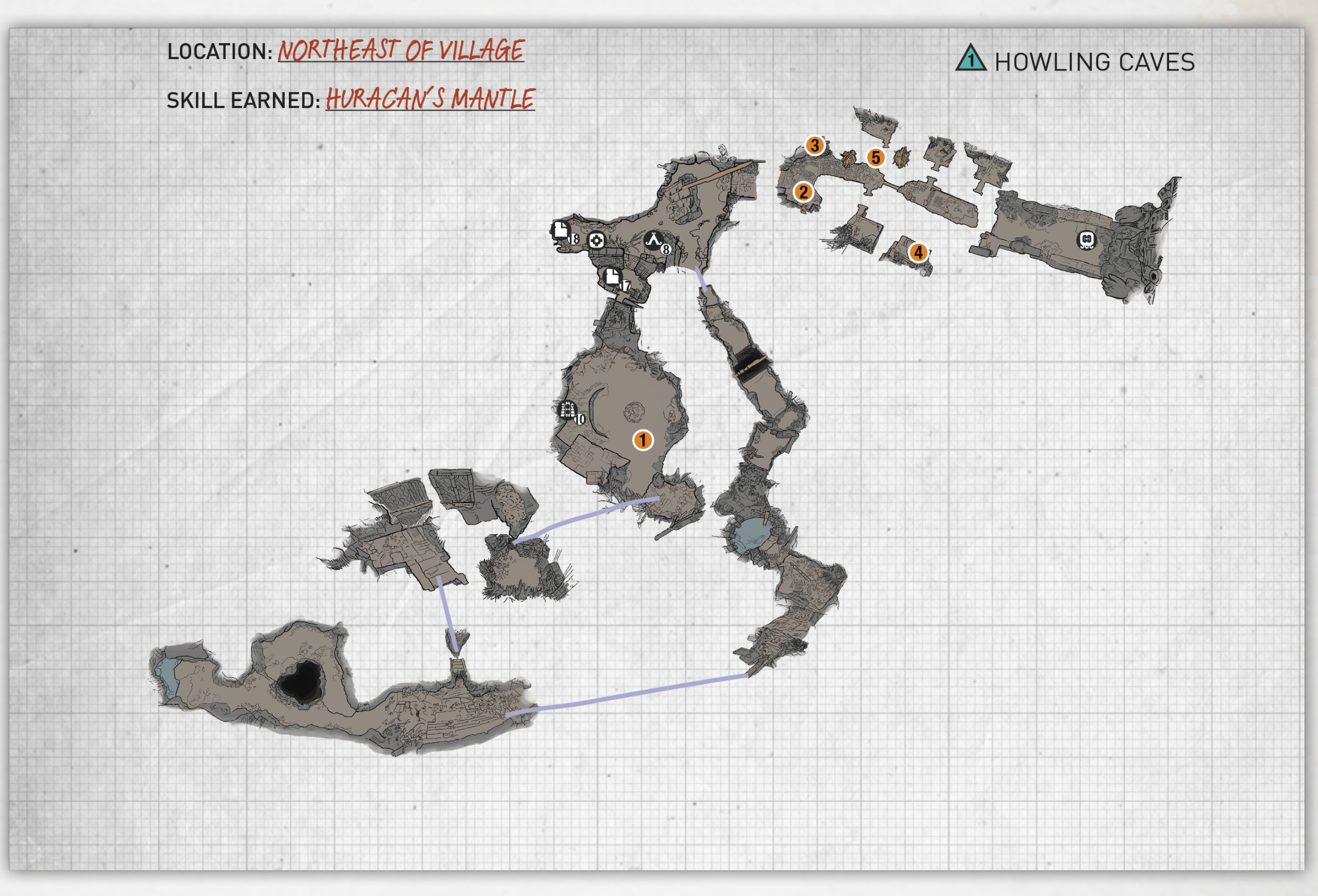


Repeat this process with a second bottle against the inner shelter wall. Kill the second soldier who investigates the noise. Dispose of the final foe with an arrow to the head, or use one of the objects in the area to move him closer.

Pry open a door (D) on the left to find an artifact. Return to the bar and speak to Marco to complete the quest and receive your reward.

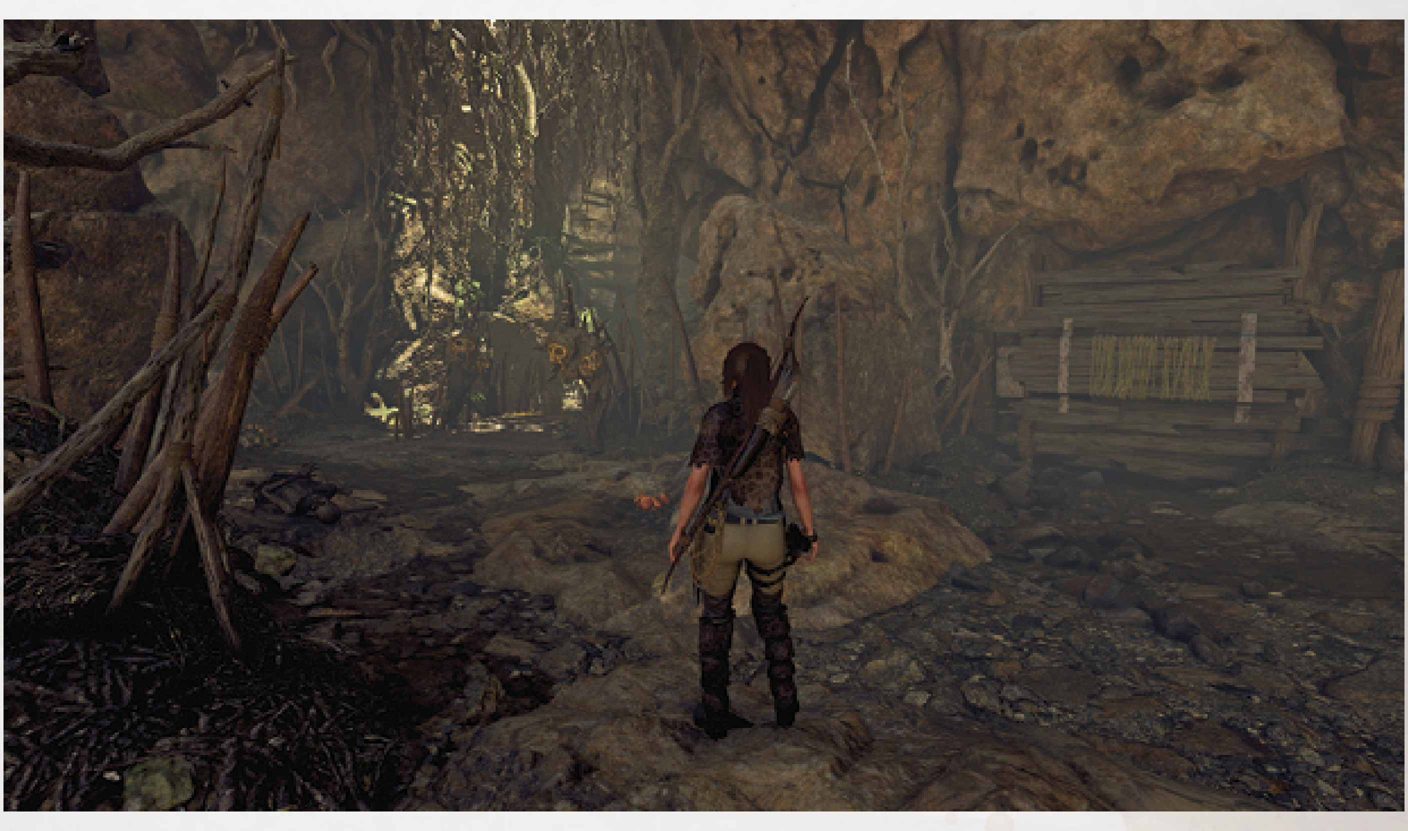


Kuwaq Yaku - Challenge Tombs


LOCATION: NORTHEAST OF VILLAGE
SKILL EARNED: HURACAN'S MANTLE
HOWLING CAVES
1
2
3
4
5
7
8
10
18

ACCESS THE TOMB

From the Temple of Death Base Camp, head north and navigate through the jungle. Far to the northeast, the land becomes barren. After the short walkway, leap into the hole to land in the water below. Climb out on the left side.



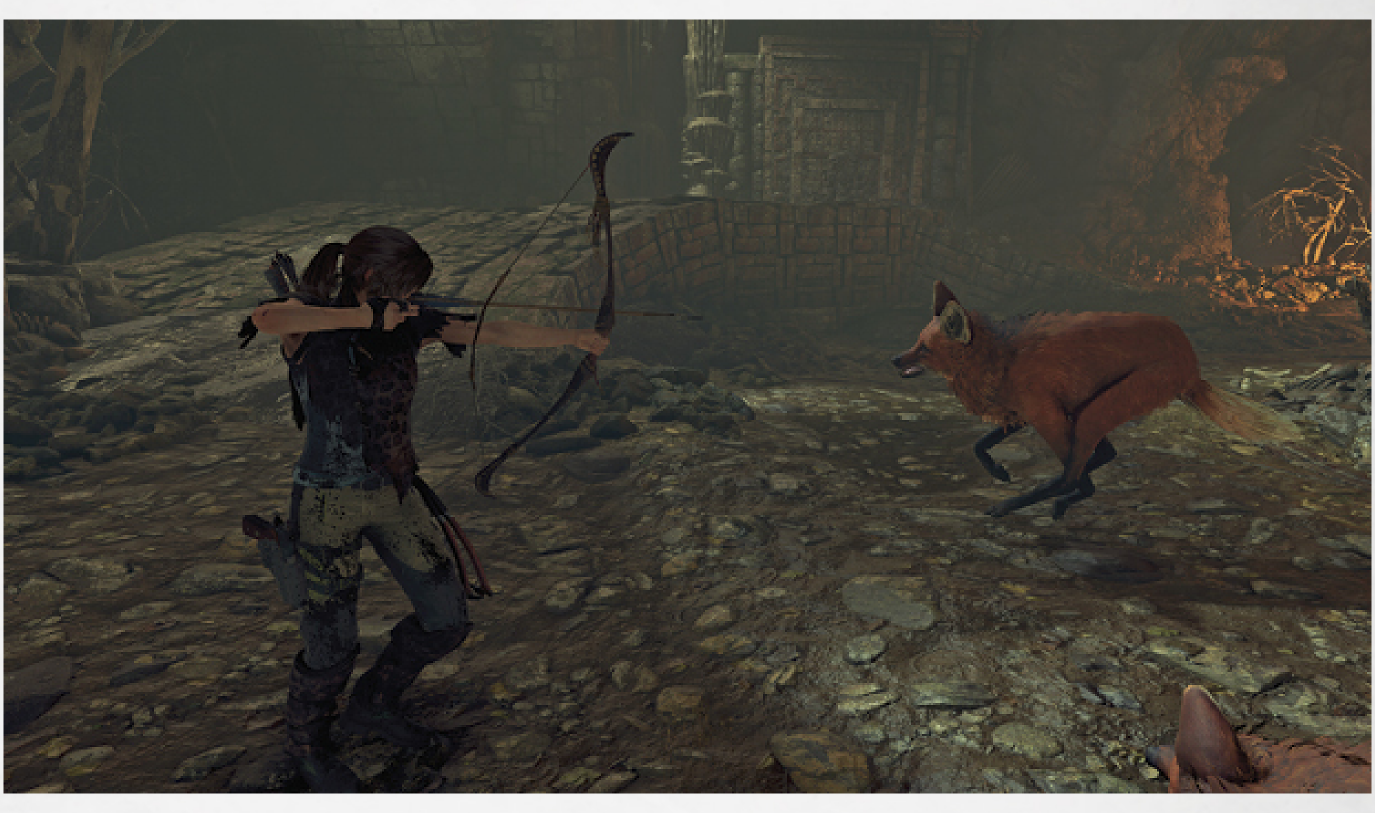
Follow the trail around to the left to avoid the spikes and then slide down the bloody slope to the left. Be ready to jump at the dry section to reach the craggy wall. Move down, then rappel. Rappel-swing onto the platform and jump onto the stone shelf.

Move right, then jump to the climbable section of the wall. Rappel to the floor below and crawl through the tunnel.

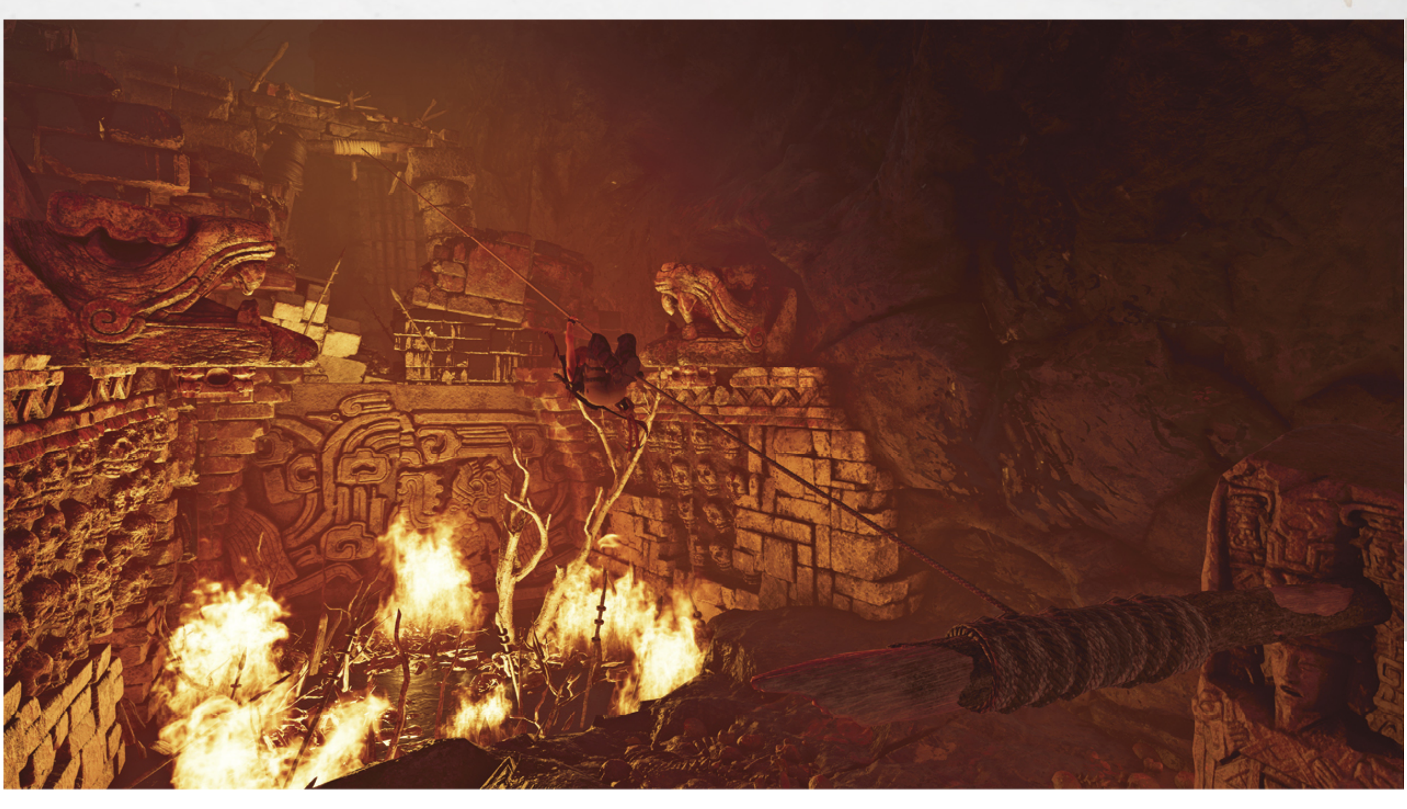
THE TOMB BASE CAMP

Hop down to the ground (1) and pull out your bow. Four wolves enter the cavern. Take them down quickly before they can overwhelm you. The Puma's Feint Skill is effective against the canines. As one lunges at you with mouth open, evade out of the way. If timed correctly, you get a chance to counter with a finishing move.

FINISH THEM OFF WITH A COUNTER ATTACK!

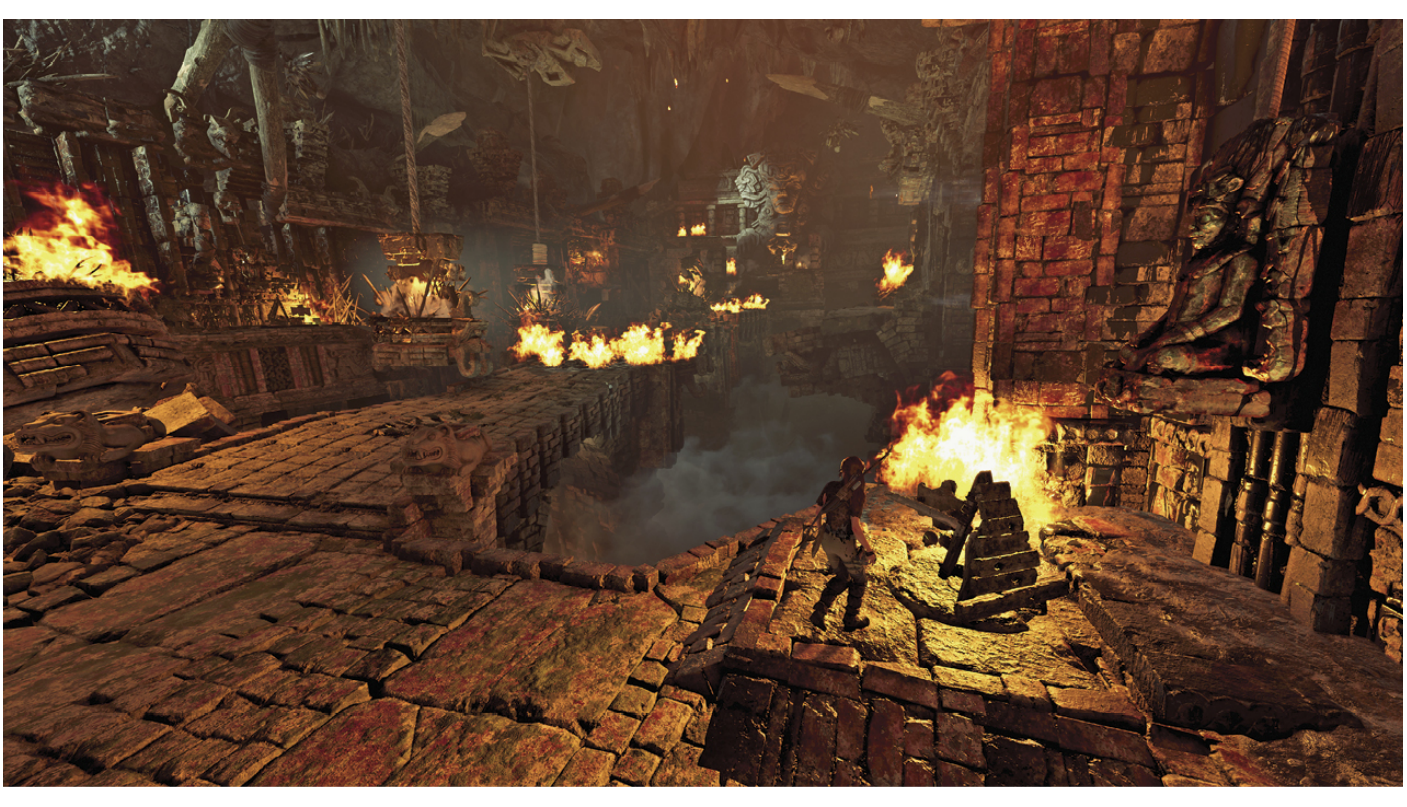


With the wolves out of the way, search the cavern and then run toward the fire. Tether a rope between the coil and another above the ledge ahead. Cross the rope and climb the craggy wall to reach the Petroleum Deposit Base Camp.

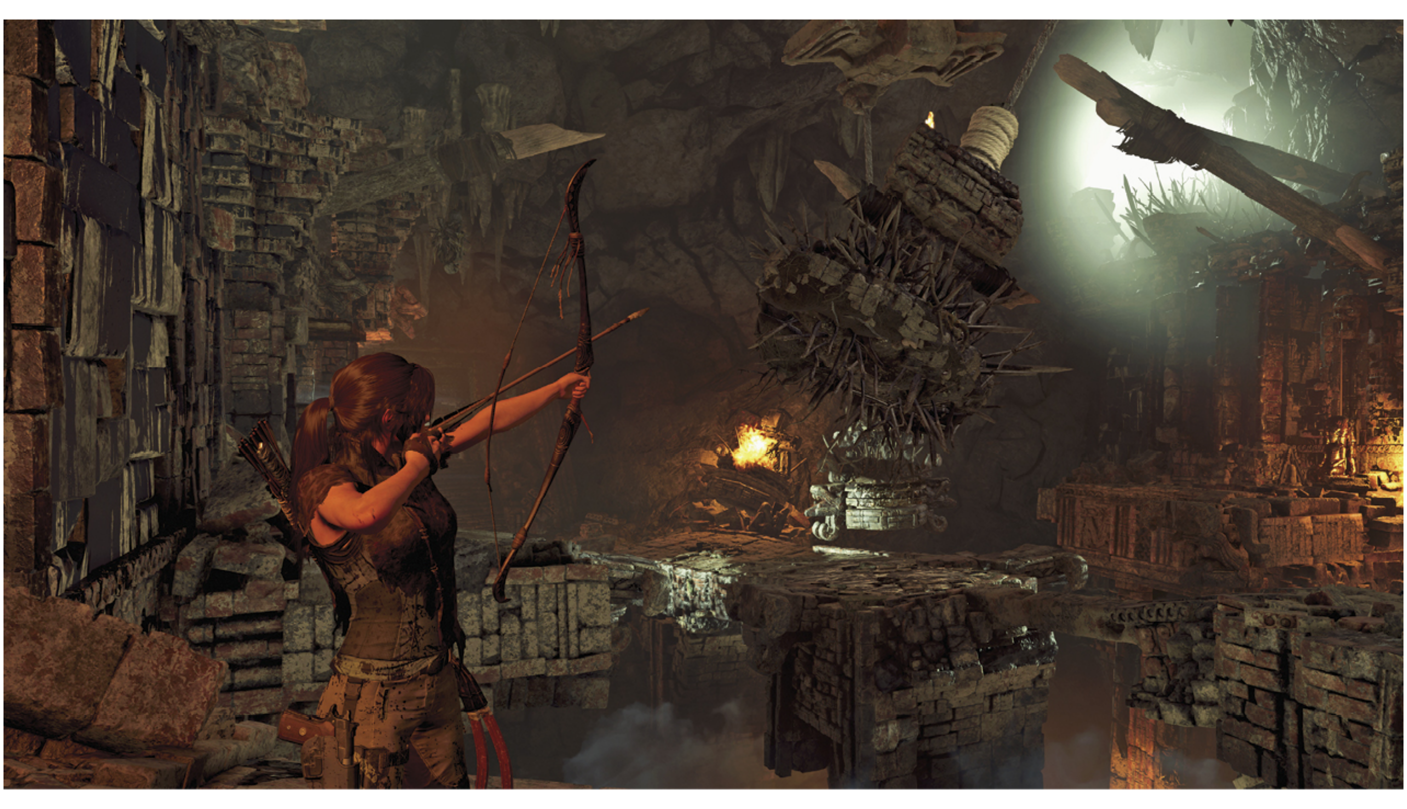


CLEAR THE WALKWAY TO REACH THE STELE

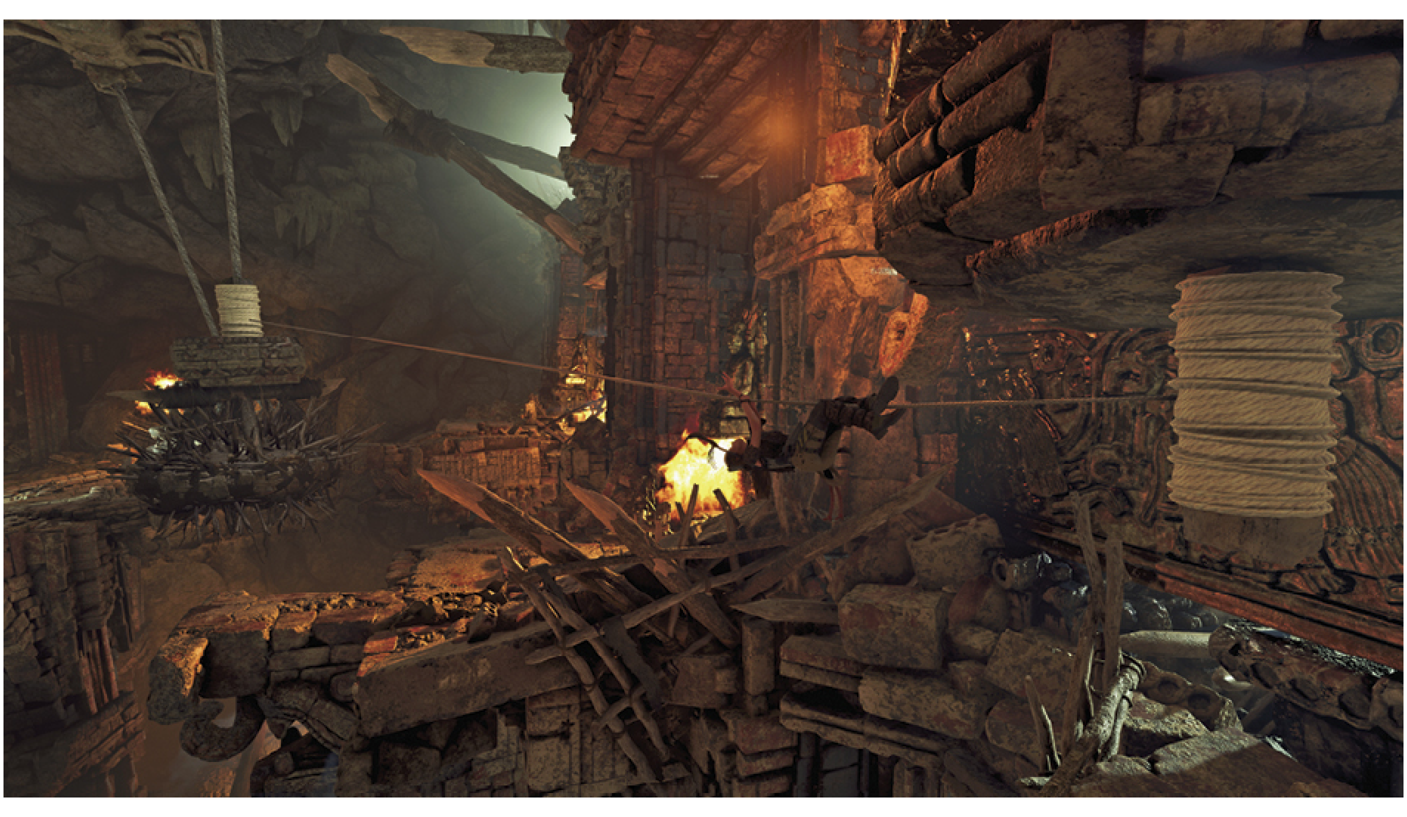
Search the room thoroughly before moving toward the log bridge. Don't bother attempting to cross it, as a strong wind knocks you off. Scramble up the wall and pass through the doorway to find Xolotl, god of death.



The center path leads directly to the stele, but fire blocks the way. Levers on the sides of the room open and close shutters that allow winds to blow through. Complete these steps to reach the other side:



- Approach the first lever (2) against the right wall and pull it all the way back. Head onto the center walkway and jump onto the pendulum as it swings your way. Move around to the left side, and jump off to the left walkway when within range. As always, be ready to grab on after dangerous jumps.
- Pulling the second lever (3) brings in a breeze that extinguishes the fire on the central walkway. Jump from the angled protrusion to the walkway, then across a second gap to the far side of the room.
- Run left until a fire (4) blocks your progress, then aim your bow toward the rope coil at the top of the pendulum you just set in motion. When it's fully extended, use a rope arrow to pull it your way. This causes it to smash through a pile of debris that blocks the central pathway. Return to the second lever and push the shutters closed. This allows you to move farther along the walkway.
- Find a protrusion on the left side and use it to reach the third lever (5), which is currently stuck. Climb the wall just right of the lever, and jump and shimmy to the right until you can drop down next to a rope coil.
- Tether a rope between this coil and the previous pendulum. Jump onto the rope and monkey-crawl back to the jammed lever. Return to the second lever and open the shutters to remove the obstruction blocking the lever. Close the shutters and make your way once again back to the third lever.
- Open the next shutters until another fire is put out, then close them. Jump over to the central walkway, and follow it left all the way to the stele. Learn the new Skill, then follow the middle path back to the Base Camp.



EXIT THE TOMB

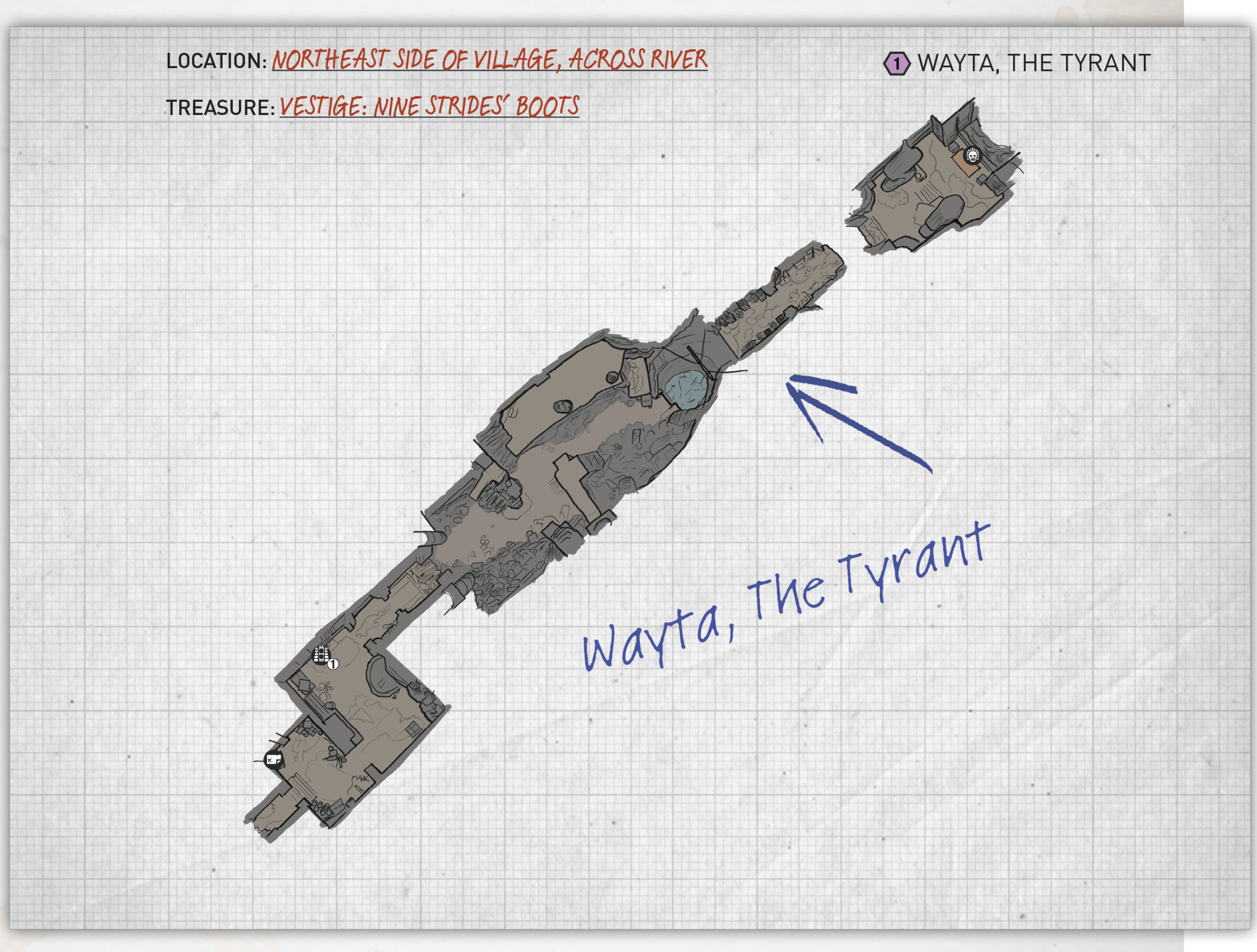
From here you can fast-travel to another Base Camp, or follow the trail between the camp and room you just exited. Leap to the climbable wall and climb up. Follow the trail as you slide down the short slope.

Jump up the ledges on the right, then slide down the zipline into the water. Climb and scramble up the wall ahead. Tightrope across the horizontal pole, and ascend another climbable wall. Jump off the pole ahead to return to the earlier path.

LA CHOZA DEL PUERCO
KU OYAKI

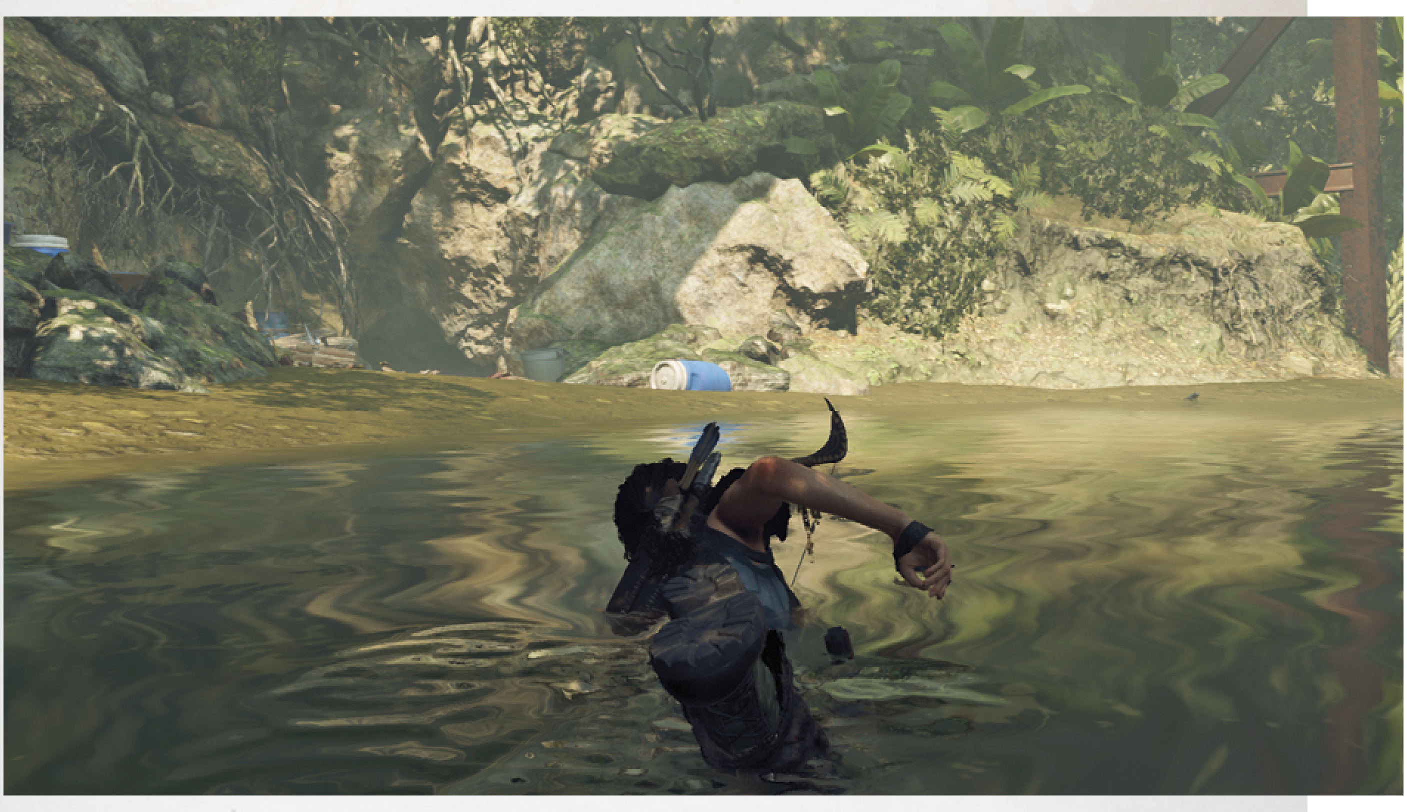
Chapter 3: Kuwaq Yaku

Kuwaq Yaku - Crypts

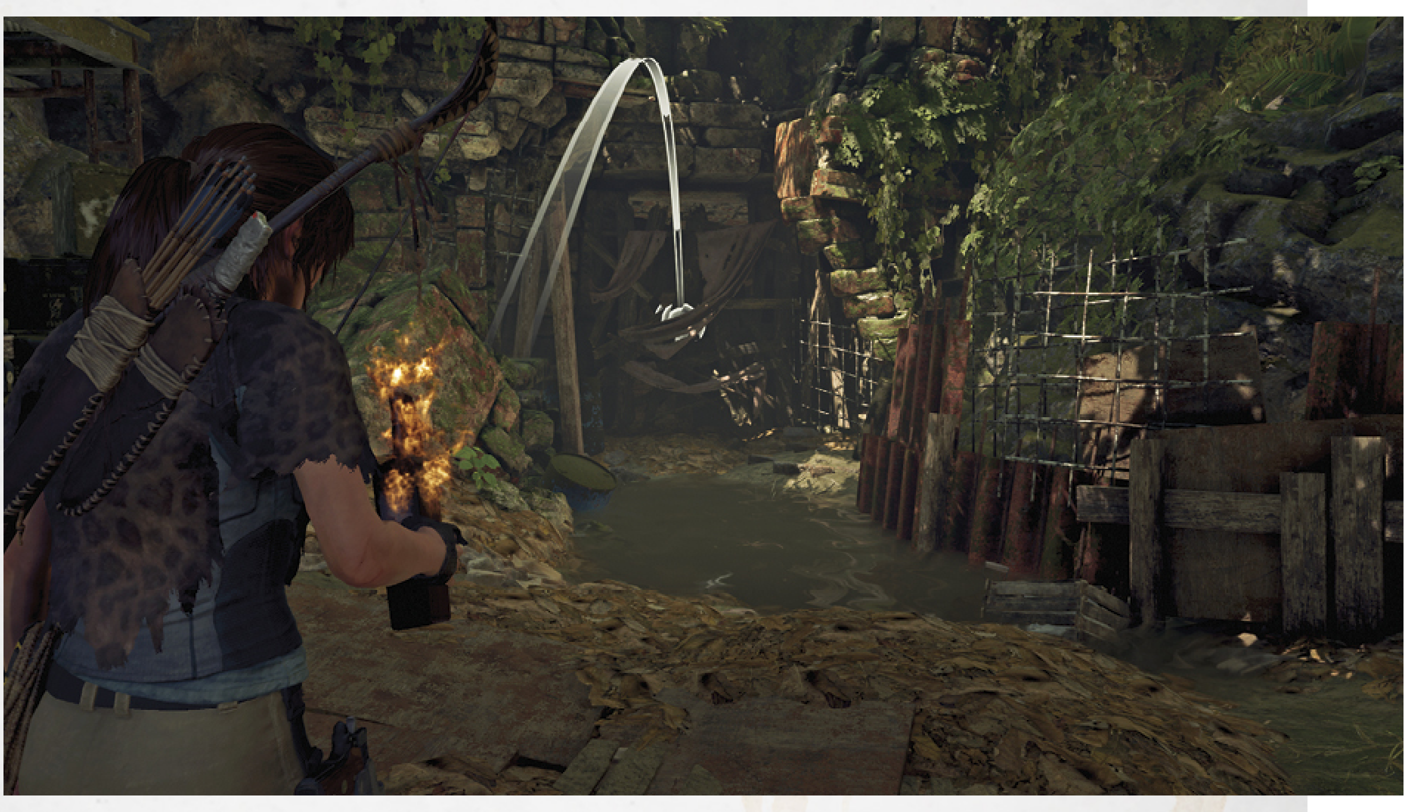

LOCATION: NORTHEAST SIDE OF VILLAGE, ACROSS RIVER
TREASURE: VESTIGE: NINE STRIDES' BOOTS
1 WAYTA, THE TYRANT
Wayta, The Tyrant

ACCESS THE CRYPT

From the Kuwaq Yaku Base Camp, cross the bridge to the north and hop into the river to the left. Swim toward the beach on the opposite shore. Cross the bank and dive into the small cave. Swim underwater through the tunnel until you can exit to the left.

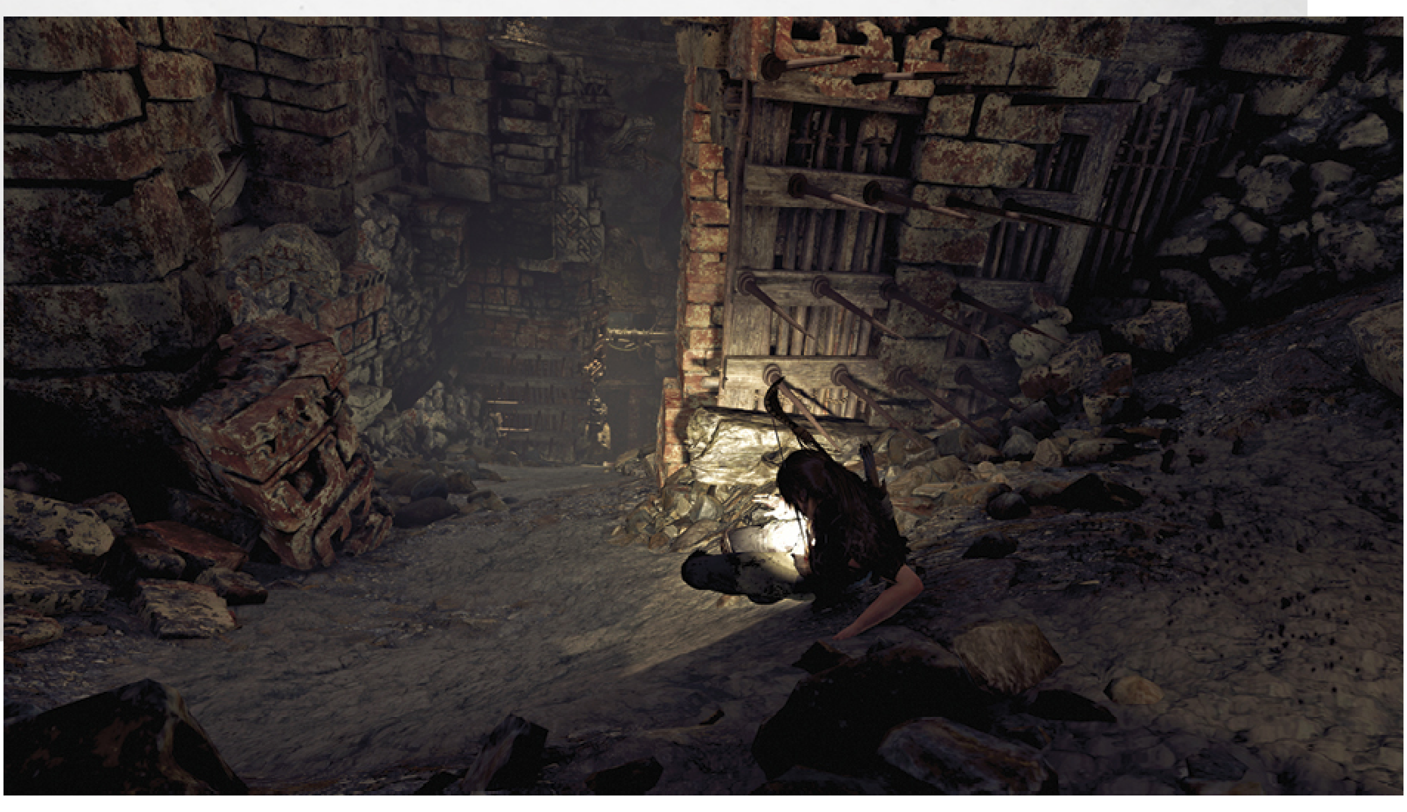


After you climb up the ledge and drop back down, a side path leads back to the water you just exited. Search that route now, or on your way out. Back on the main path, climb up the other side to find the crypt entrance barricaded. Pick up the bottle next to the barricade, craft a Molotov cocktail, and use it to burn the debris to the ground.

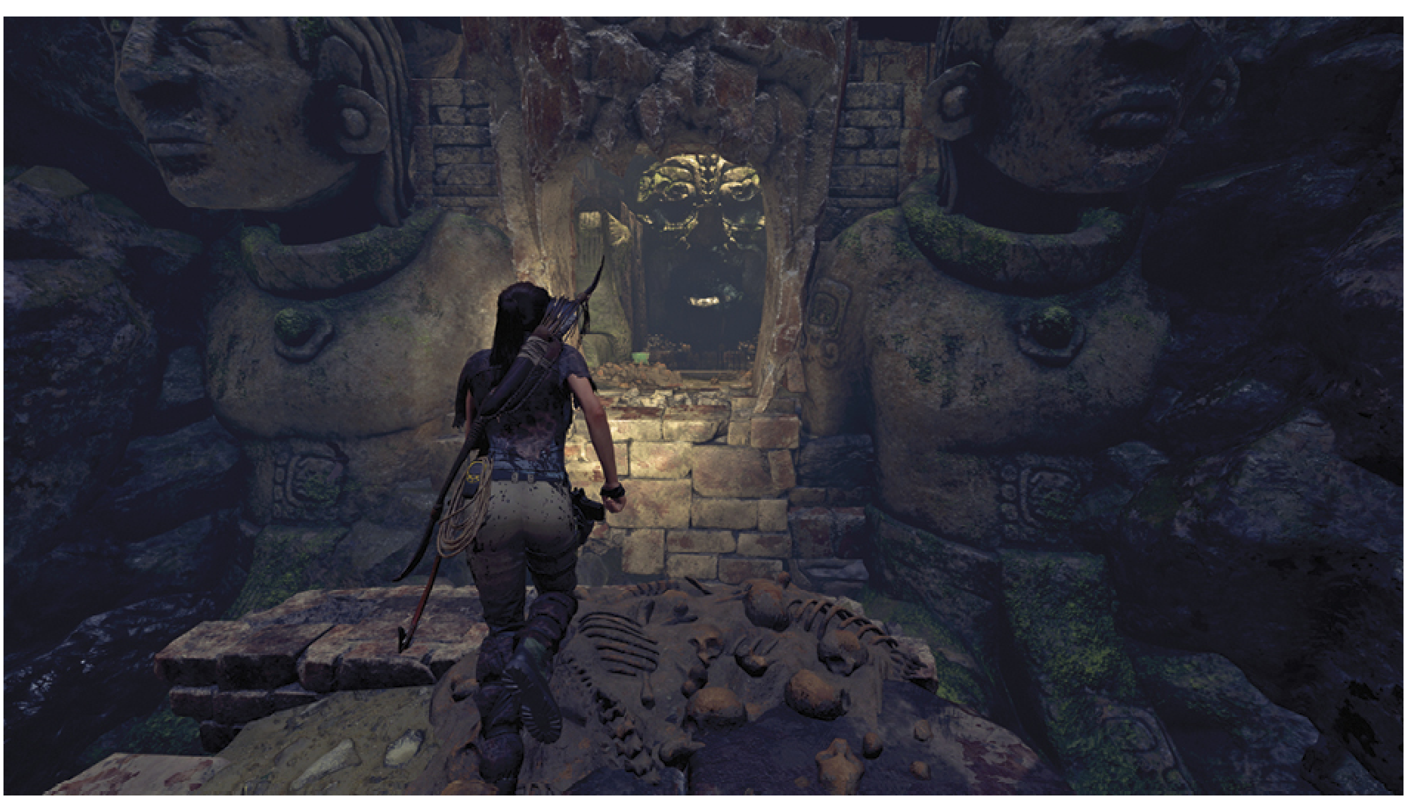


FIND THE SARCOPHAGUS

Wind your way through the first rooms of the crypt and down a corridor. The floor gives way, sending Lara sliding down the gradient. Dodge right, left, and right again to avoid the deadly spikes. Leap over the pit, throw the Grapple Axe, and swing to the far ledge. Grab on if necessary.

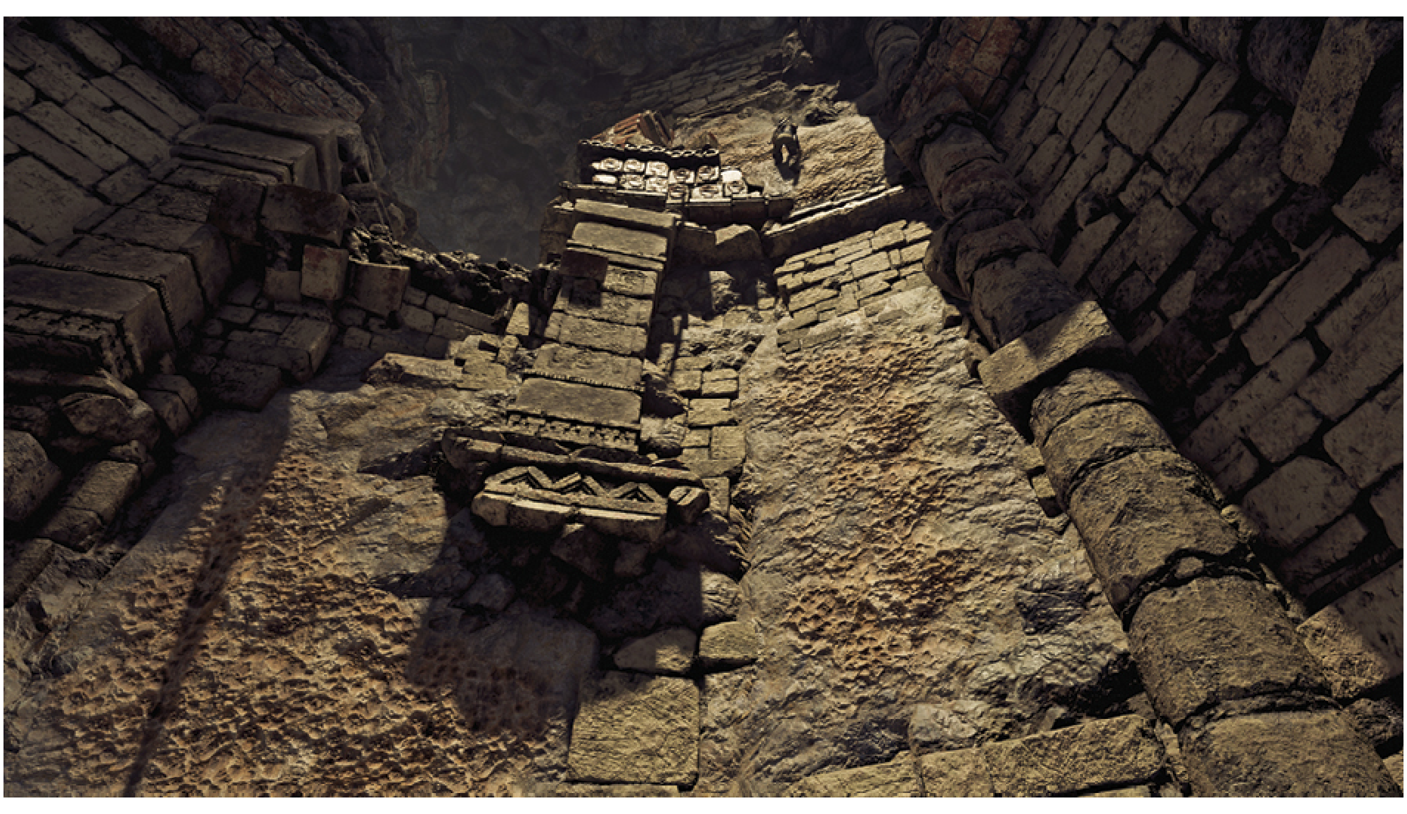


Continue forward, over a gap in the floor, until you reach the sarcophagus. Reap your reward before returning the way you came.



EXIT THE CRYPT

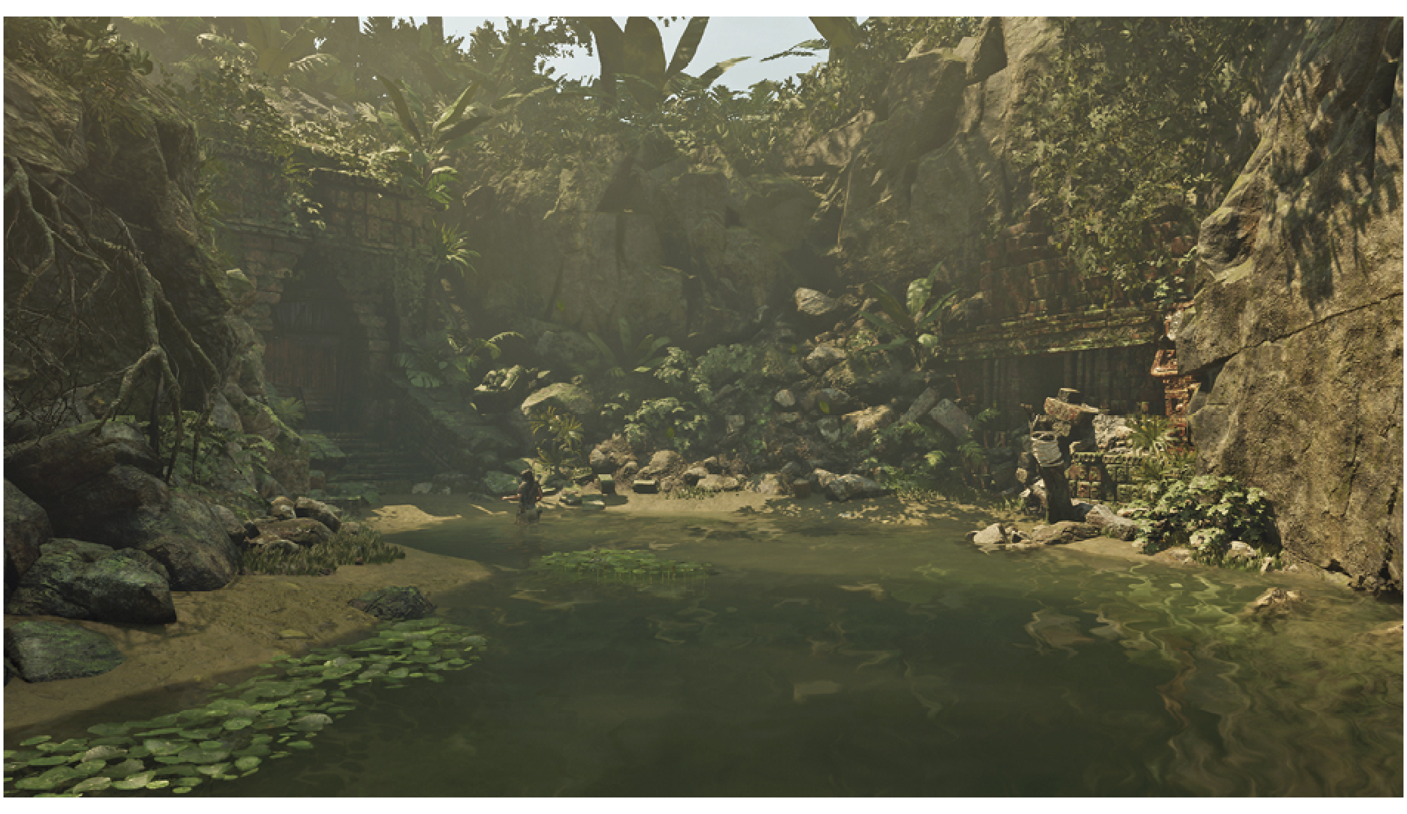
After swinging from the hook, attach to the far wall and follow the craggy surface right, then up. Climb and scramble all the way up to the ledge above. Stick to this upper path, using the protrusion to clear the next gap, and wall-scramble to reach the ledge.



Walk out onto the stone block, jump toward another hook, and swing into the corridor. This sends you just past the point where the floor gave way as you entered the crypt. Exit the cave the way you came in.

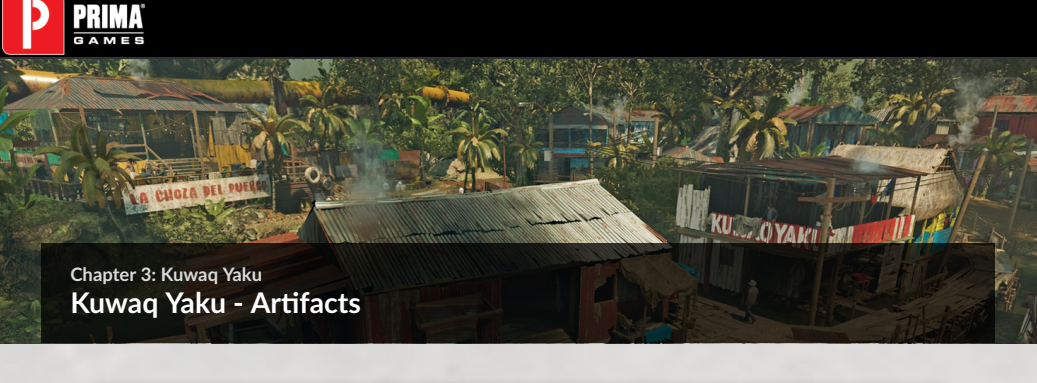
ACCESS THE CRYPT

Accessing this crypt requires a shotgun, so return after completing the Cenotes region. From the Hunting Grounds Base Camp, follow the water to the right. At the far end, pull out your shotgun and destroy the barrier on the left.



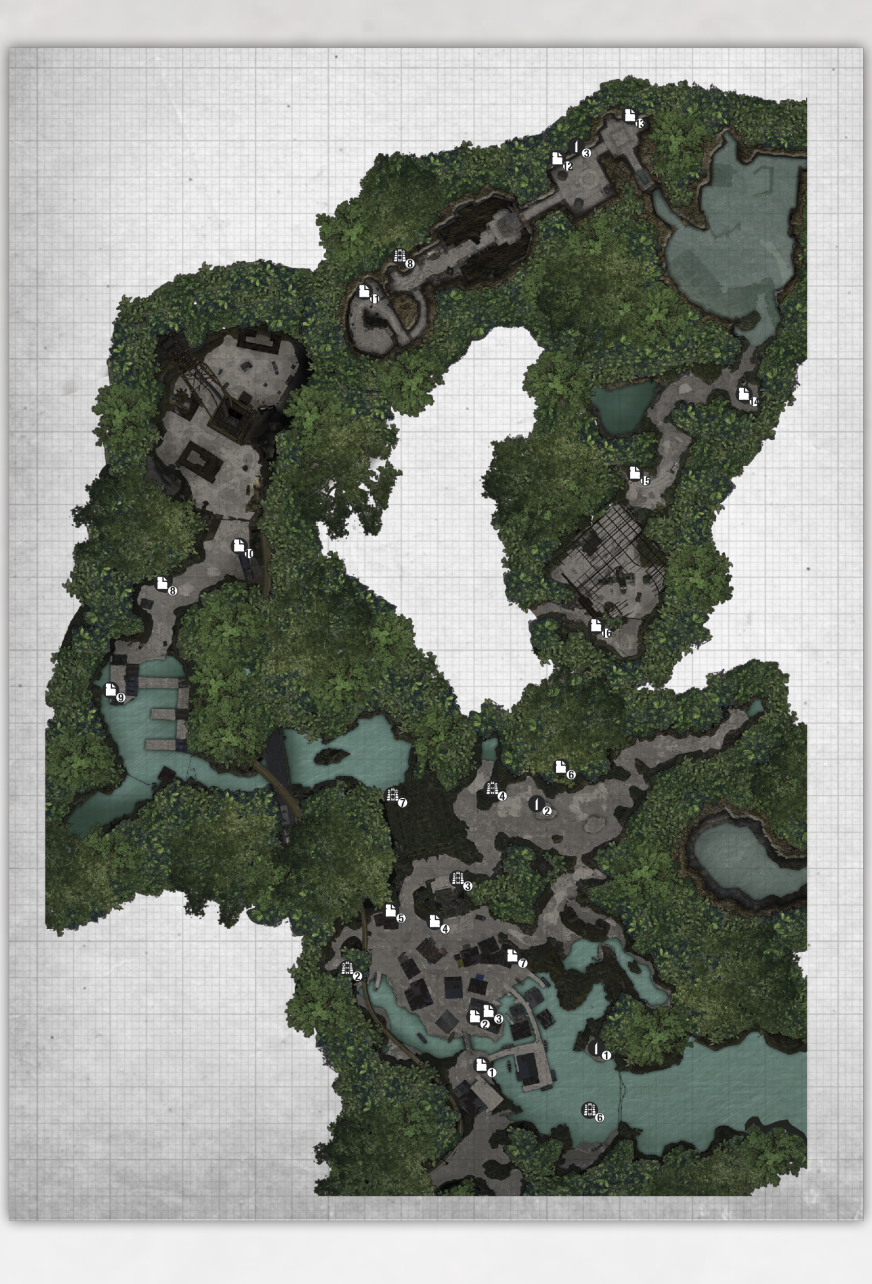
FIND THE SARCOPHAGUS

The treasure sits inside the one chamber crypt. Loot the sarcophagus and return outside.



Chapter 3: Kuwaq Yaku

Kuwaq Yaku - Artifacts

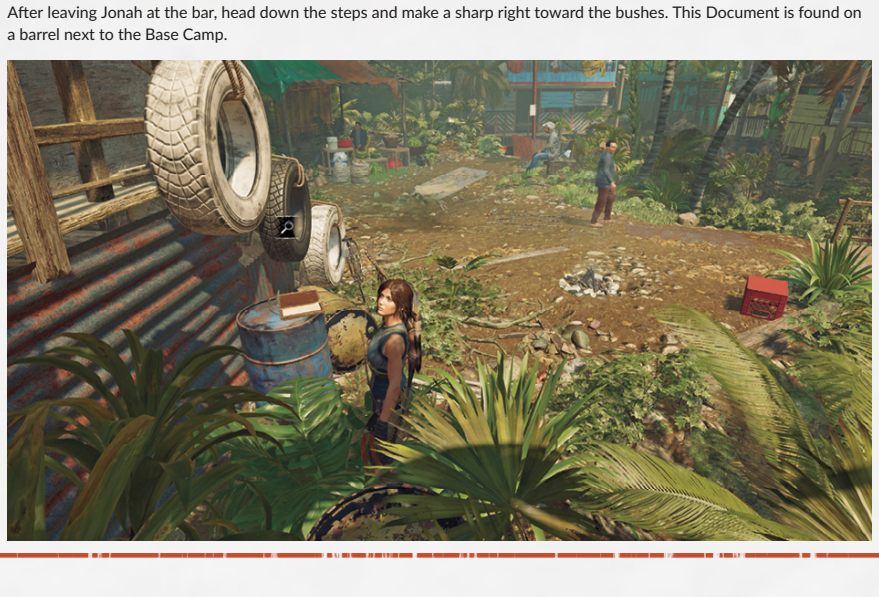


DOCUMENTS

01 DOCUMENT
COMPANY TOWN

- **Dialect:** N/A
- **Nearest Camp:** Kuwaq Yaku

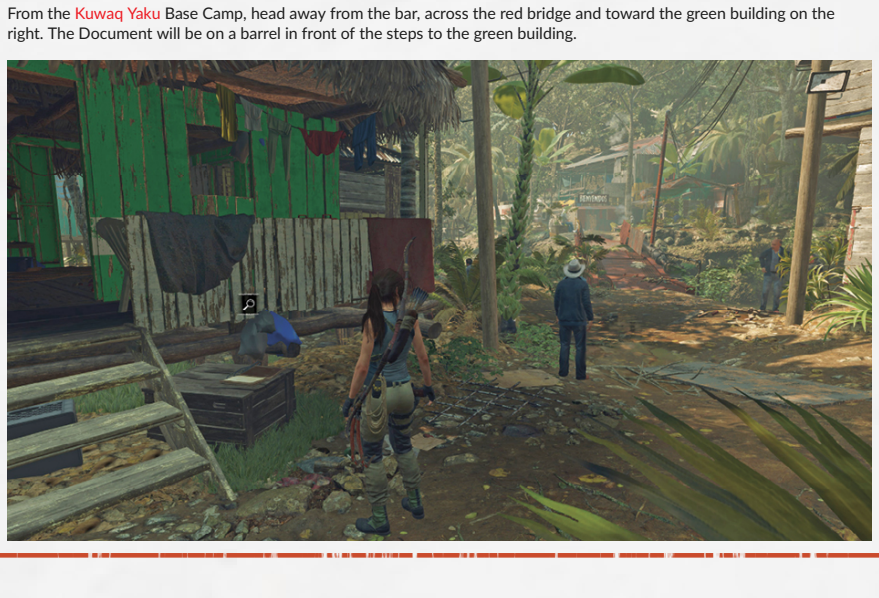
After leaving Jonah at the bar, head down the steps and make a sharp right toward the bushes. This Document is found on a barrel next to the Base Camp.



02 DOCUMENT
FUEL FOR THE FUTURE

- **Dialect:** N/A
- **Nearest Camp:** Kuwaq Yaku

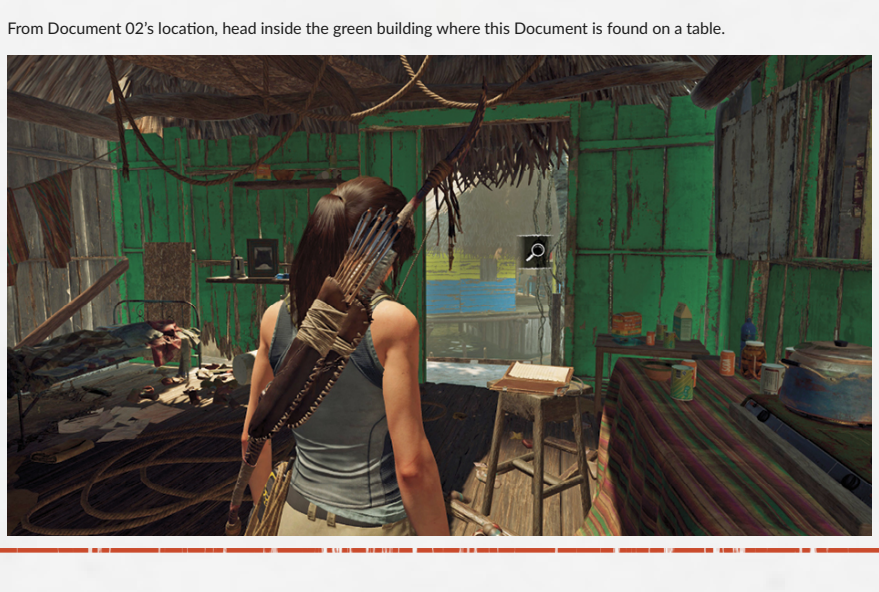
From the Kuwaq Yaku Base Camp, head away from the bar, across the red bridge and toward the green building on the right. The Document will be on a barrel in front of the steps to the green building.



03 DOCUMENT
FAMILY TREE

- **Dialect:** N/A
- **Nearest Camp:** Kuwaq Yaku

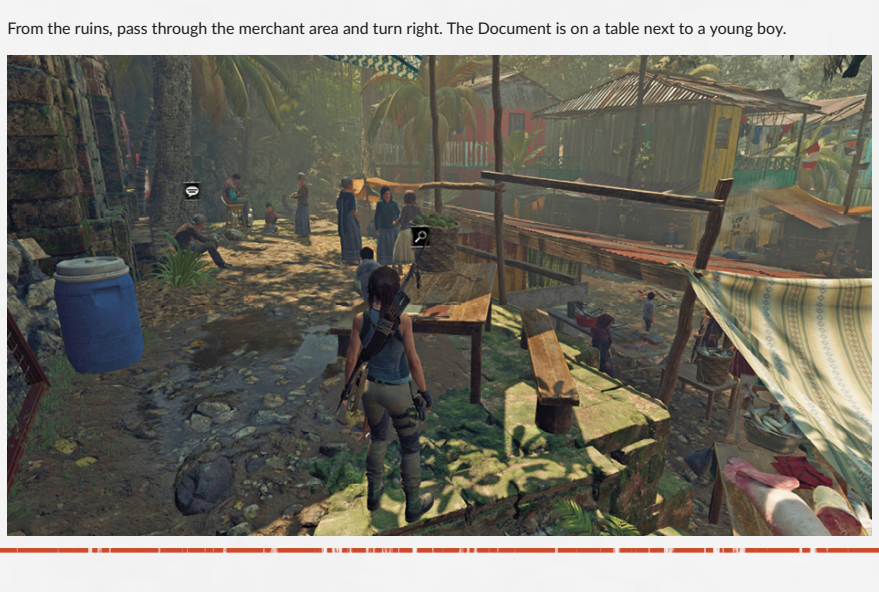
From Document 02's location, head inside the green building where this Document is found on a table.



04 DOCUMENT
A HAUNTING

- **Dialect:** N/A
- **Nearest Camp:** Kuwaq Yaku Ruins

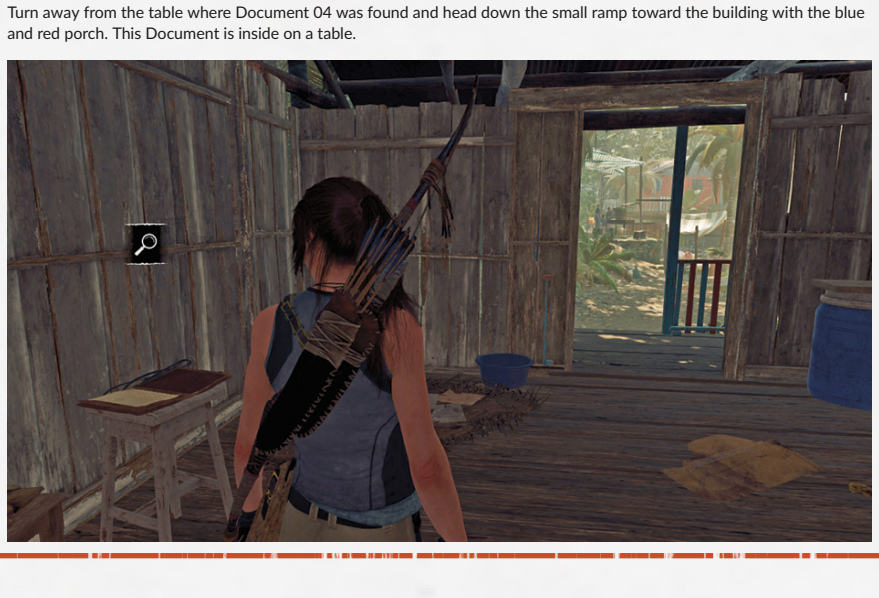
From the ruins, pass through the merchant area and turn right. The Document is on a table next to a young boy.



05 DOCUMENT
WATER QUALITY

- **Dialect:** N/A
- **Nearest Camp:** Kuwaq Yaku Ruins

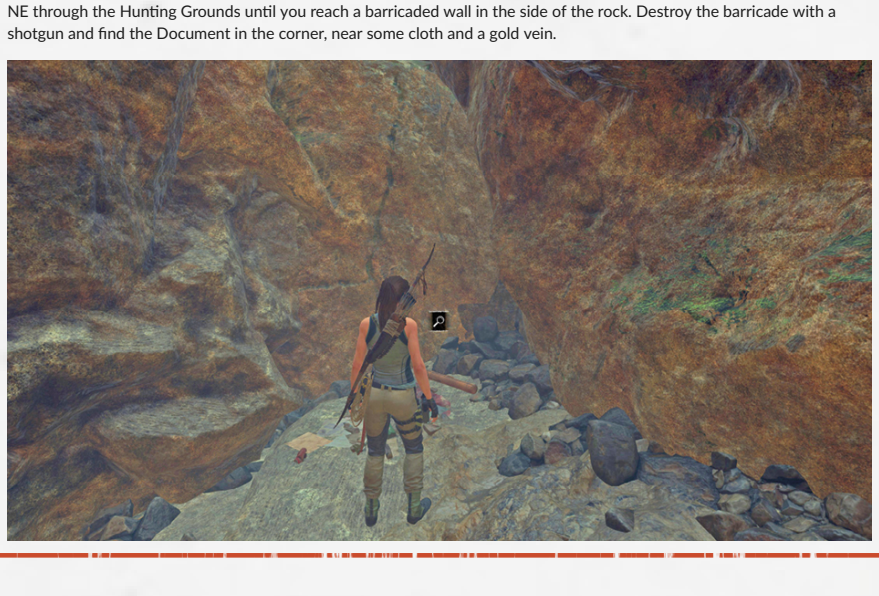
Turn away from the table where Document 04 was found and head down the small ramp toward the building with the blue and red porch. This Document is inside on a table.



06 DOCUMENT
FEVER DREAMS

- **Dialect:** N/A
- **Nearest Camp:** Kuwaq Yaku Ruins

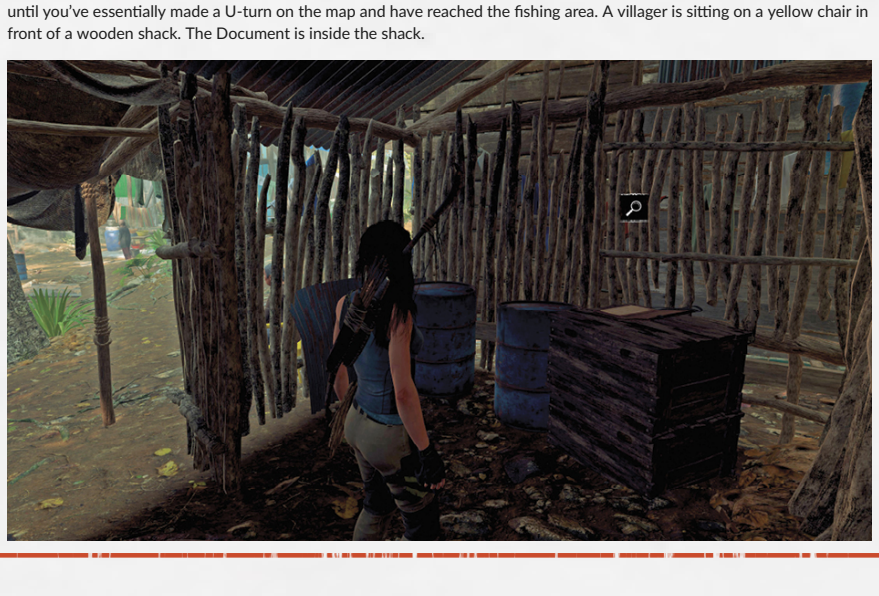
Requires Shotgun. From the Kuwaq Yaku Ruins Base Camp, head through the mud pit toward the Hunting Grounds. Trek NE through the Hunting Grounds until you reach a barricaded wall in the side of the rock. Destroy the barricade with a shotgun and find the Document in the corner, near some cloth and a gold vein.



07 DOCUMENT
TRINITY'S OFFER

- **Dialect:** N/A
- **Nearest Camp:** Hunting Grounds

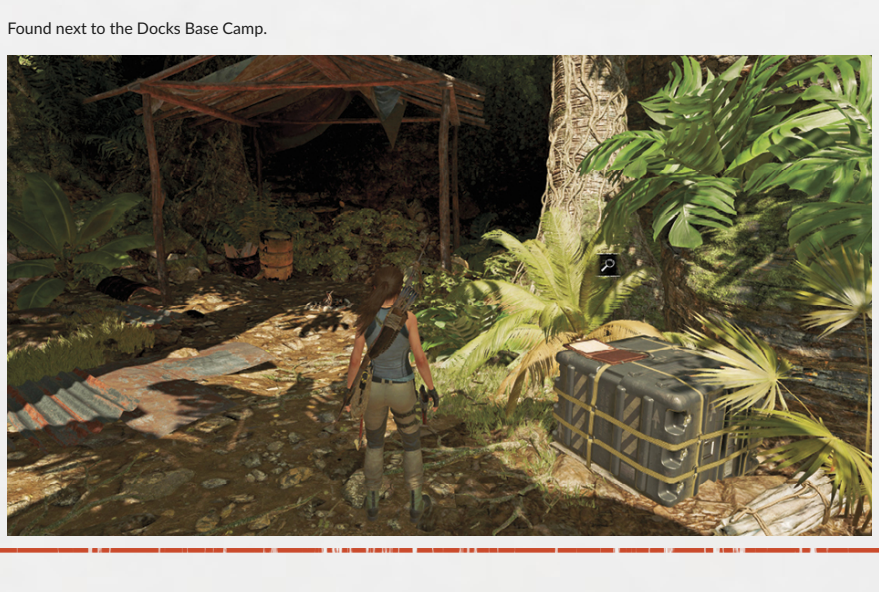
From the Hunting Grounds Base Camp, run back toward the village, keeping to the buildings on the left. Hug the buildings until you've essentially made a U-turn on the map and have reached the fishing area. A villager is sitting on a yellow chair in front of a wooden shack. The Document is inside the shack.



08 DOCUMENT
COMPANY TOWN

- **Dialect:** N/A
- **Nearest Camp:** Docks

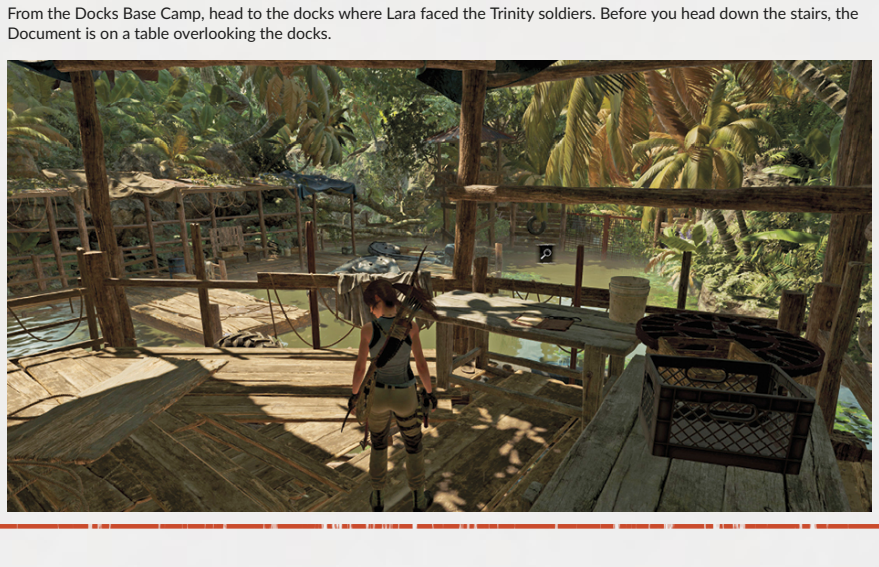
Found next to the Docks Base Camp.



09 DOCUMENT
END TIMES

- **Dialect:** N/A
- **Nearest Camp:** Docks

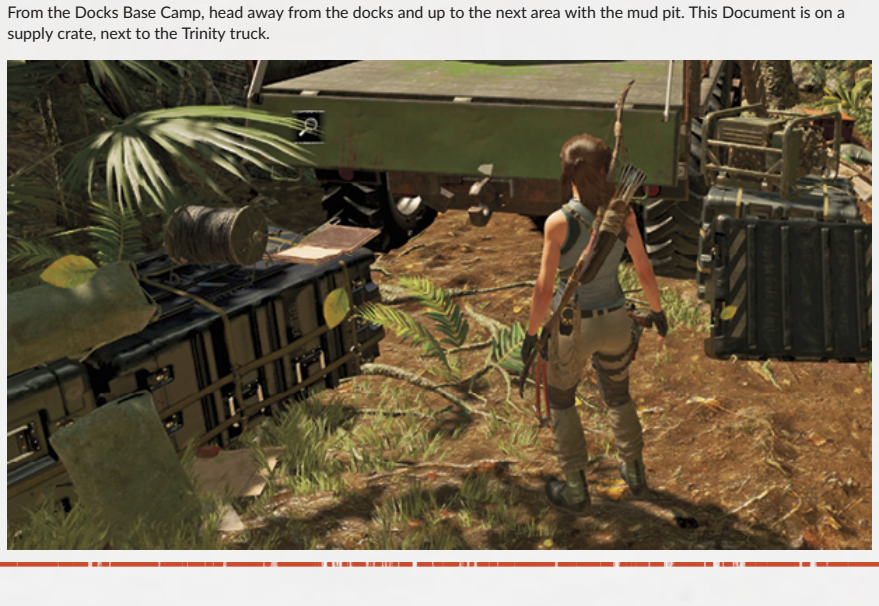
From the Docks Base Camp, head to the docks where Lara faced the Trinity soldiers. Before you head down the stairs, the Document is on a table overlooking the docks.



10 DOCUMENT
SITE SCRUBBED

- **Dialect:** N/A
- **Nearest Camp:** Docks

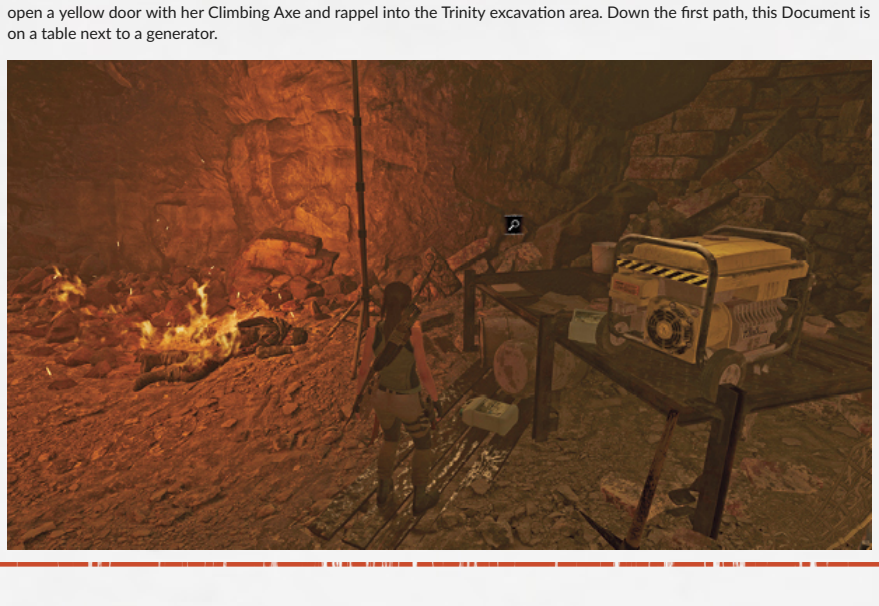
From the Docks Base Camp, head away from the docks and up to the next area with the mud pit. This Document is on a supply crate, next to the Trinity truck.



11 DOCUMENT
TEMPLE SURVEY

- **Dialect:** N/A
- **Nearest Camp:** Docks

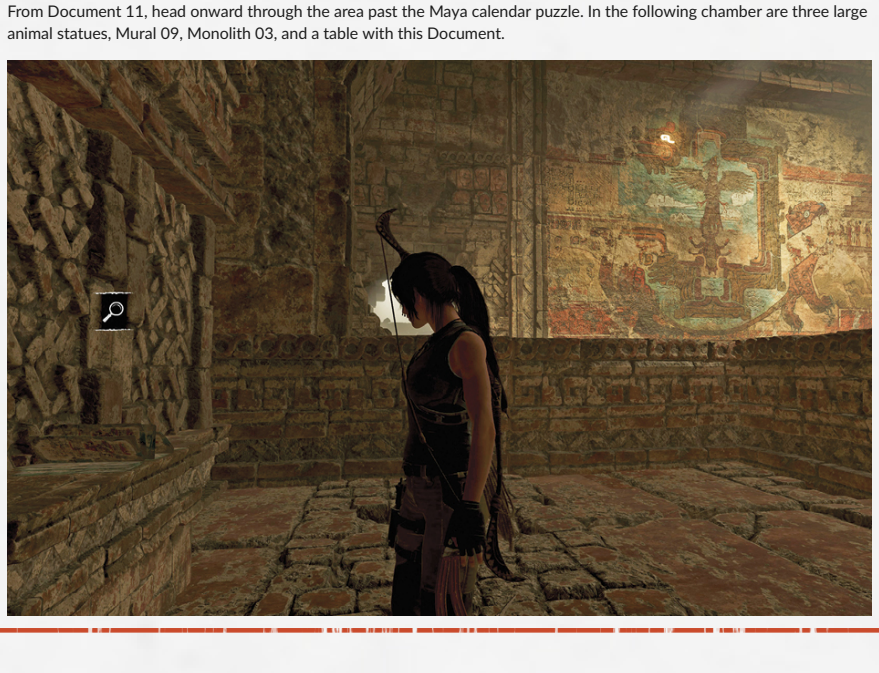
From Document 10, head forward into the area where Lara encounters Trinity soldiers. Once the area is clear, Lara can pry open a yellow door with her Climbing Axe and rappel into the Trinity excavation area. Down the first path, this Document is on a table next to a generator.



12 DOCUMENT
BALAMS

- **Dialect:** MAM
- **Nearest Camp:** Docks

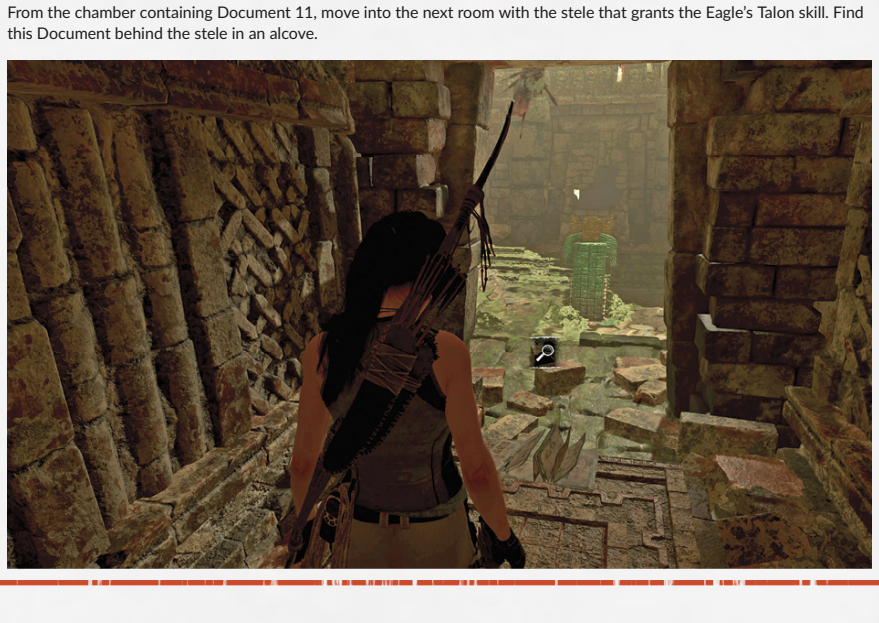
From Document 11, head onward through the area past the Maya calendar puzzle. In the following chamber are three large animal statues, Mural 09, Monolith 03, and a table with this Document.



13 DOCUMENT
BIRTHING THE SERPENT

- **Dialect:** MAM
- **Nearest Camp:** Docks

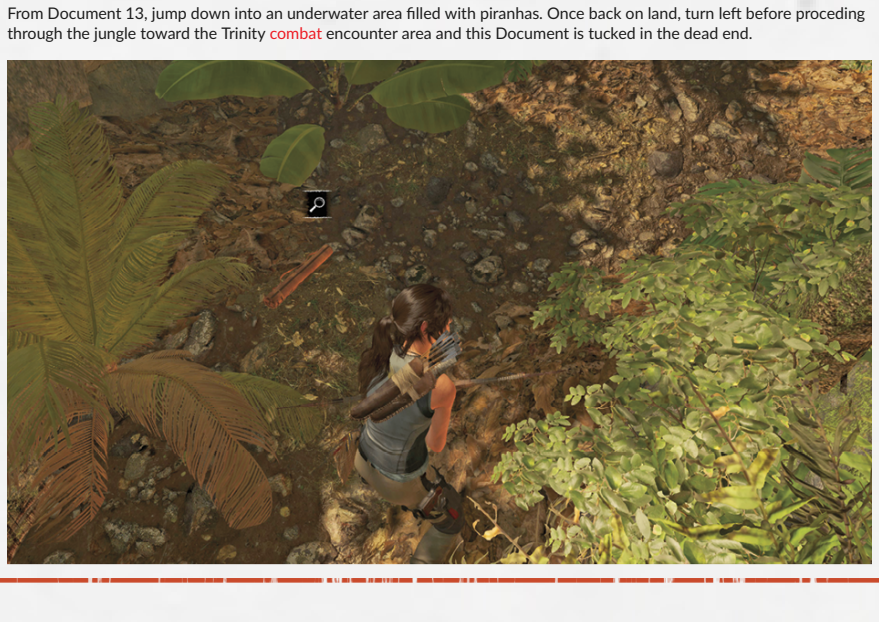
From the chamber containing Document 11, move into the next room with the stele that grants the Eagle's Talon skill. Find this Document behind the stele in an alcove.



14 DOCUMENT
MISDIRECTION

- **Dialect:** N/A
- **Nearest Camp:** Docks

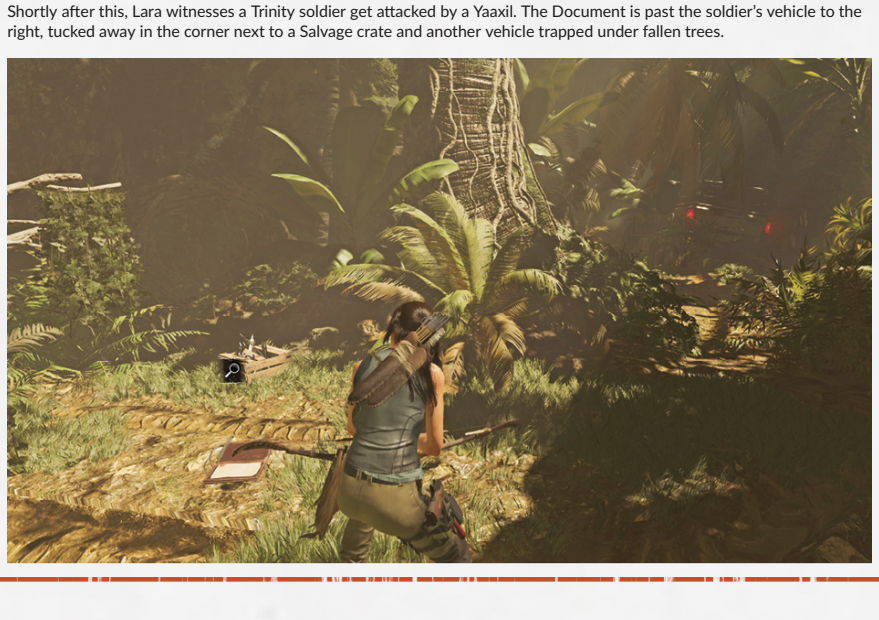
From Document 13, jump down into an underwater area filled with piranhas. Once back on land, turn left before proceding through the jungle toward the Trinity combat encounter area and this Document is tucked in the dead end.



15 DOCUMENT
OPERATION UPDATE

- **Dialect:** N/A
- **Nearest Camp:** Docks

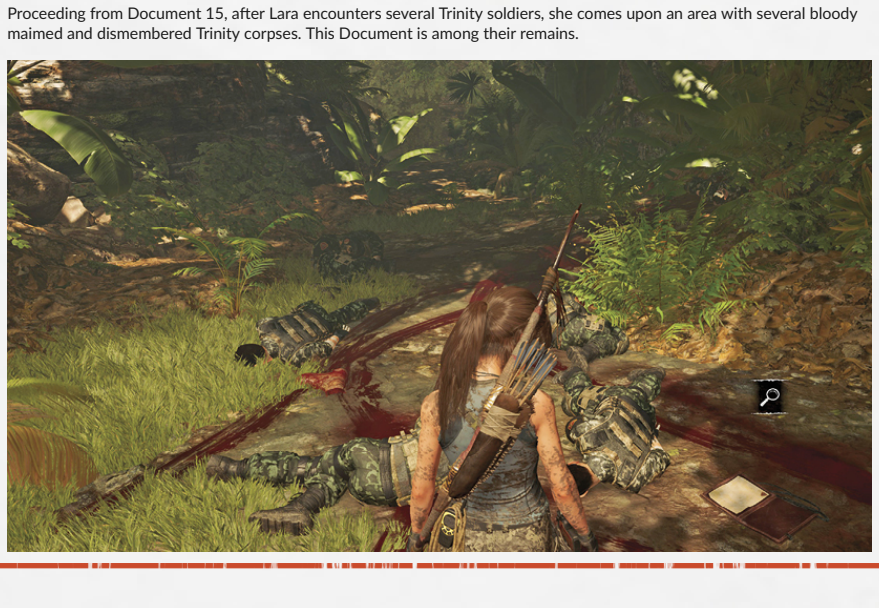
After Document 14, Lara encounters two mercenaries. Dispose of the first one using the newly acquired Eagle's Talon skill. Shortly after this, Lara witnesses a Trinity soldier get attacked by a Yaxoll. The Document is past the soldier's vehicle to the right, tucked away in the corner next to a Salvage crate and another vehicle trapped under fallen trees.



16 DOCUMENT
SCOURING THE GLOBE

- **Dialect:** N/A
- **Nearest Camp:** Docks

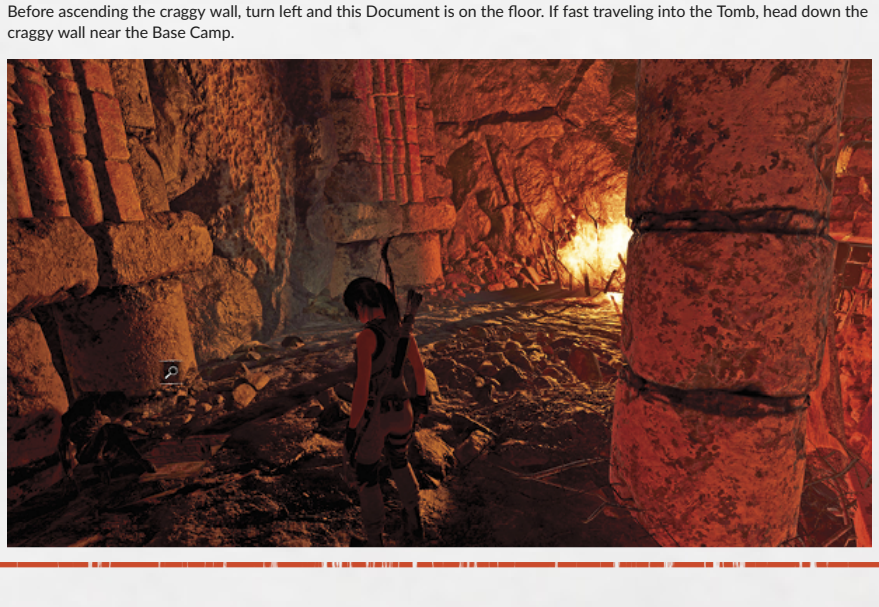
Proceeding from Document 15, after Lara encounters several Trinity soldiers, she comes upon an area with several bloody maimed and dismembered Trinity corpses. This Document is among their remains.



17 DOCUMENT
SECRET WINDS

- **Dialect:** MAM
- **Nearest Camp:** Petroleum Deposit

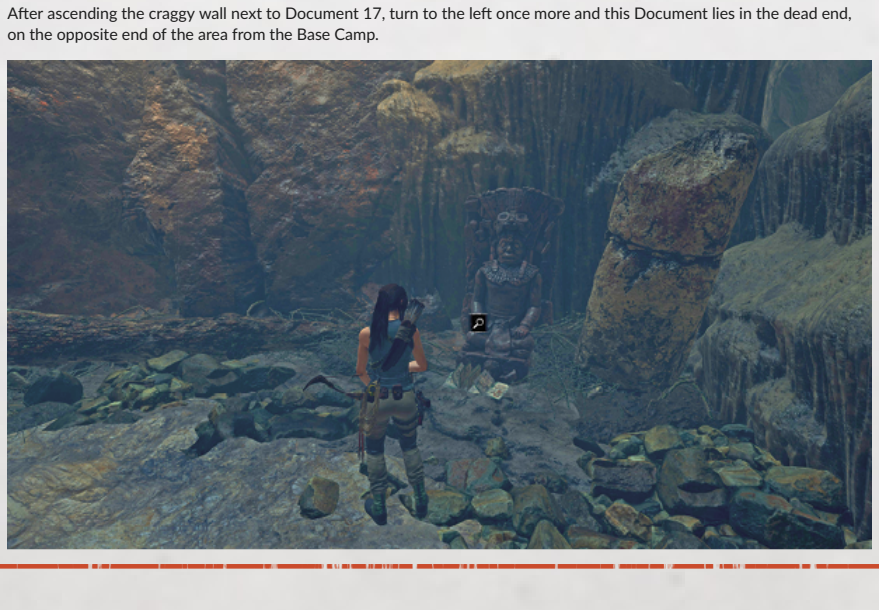
In the Howling Caves Tomb, after the area where Lara is attacked by wolves, take the rope line up, over the pit of fire. Before ascending the craggy wall, turn left and this Document is on the floor. If fast traveling into the Tomb, head down the craggy wall near the Base Camp.



18 DOCUMENT
VOTAN

- **Dialect:** MAM
- **Nearest Camp:** Petroleum Deposit

After ascending the craggy wall next to Document 17, turn to the left once more and this Document lies in the dead end, on the opposite end of the area from the Base Camp.

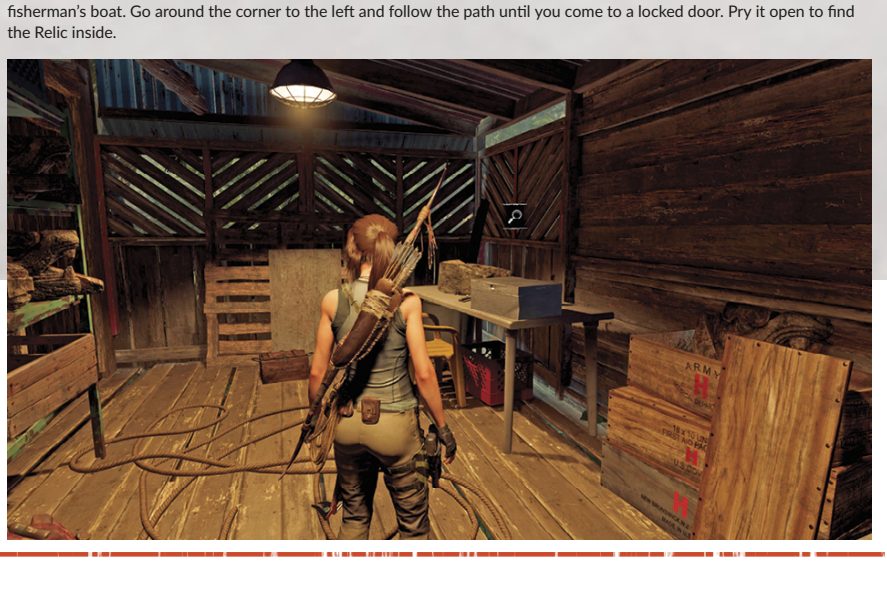


RELICS

01 RELIC
BURIAL DOLL REPLICA

- **Dialect:** N/A
- **Nearest Camp:** Kuwaq Yaku

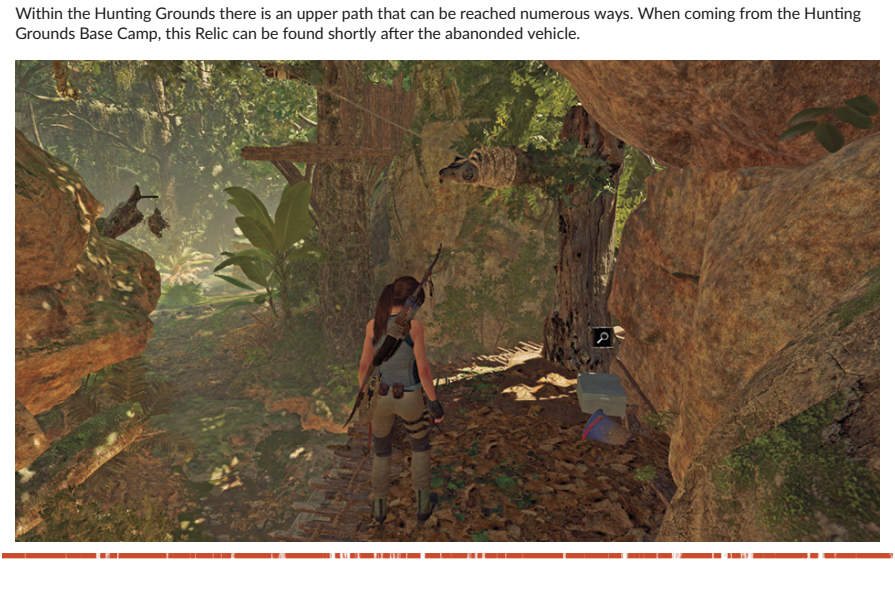
From the Base Camp, head across the red bridge away from the bar. Follow the buildings to the left until you come to a fisherman's boat. Go around the corner to the left and follow the path until you come to a locked door. Pry it open to find the Relic inside.



02 RELIC
PROMOTIONAL TOY

- **Dialect:** N/A
- **Nearest Camp:** Hunting Grounds

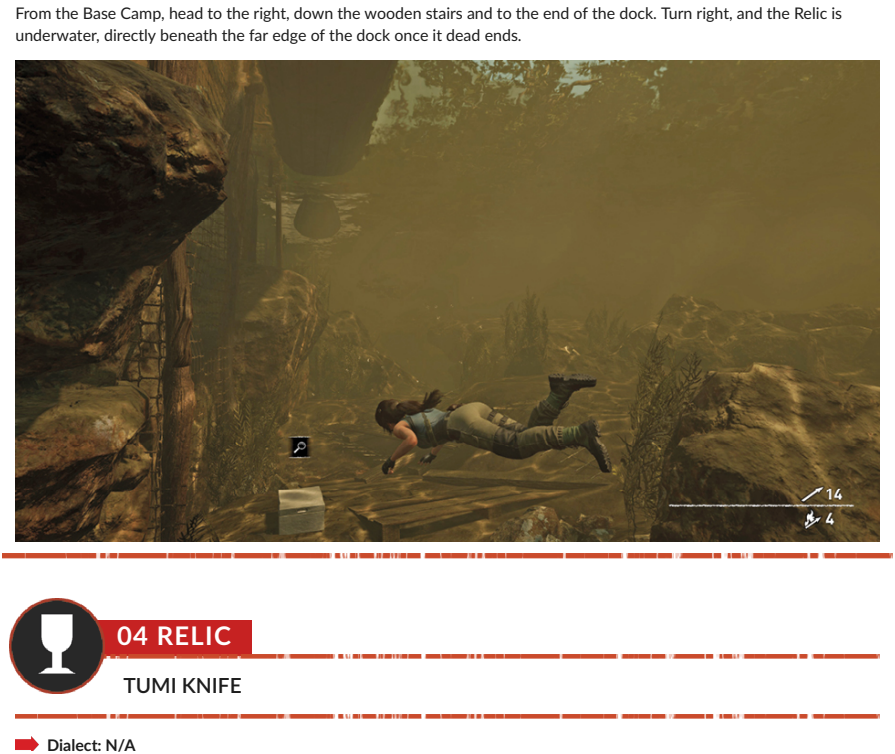
Within the Hunting Grounds there is an upper path that can be reached numerous ways. When coming from the Hunting Grounds Base Camp, this Relic can be found shortly after the abandoned vehicle.



03 RELIC
CONE MOLD

- **Dialect:** N/A
- **Nearest Camp:** Kuwaq Yaku

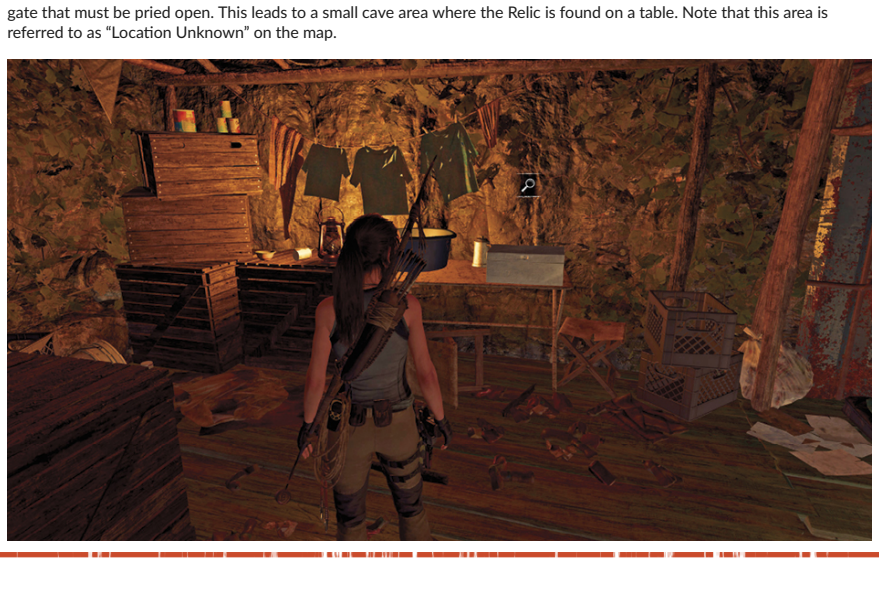
From the Base Camp, head to the right, down the wooden stairs and to the end of the dock. Turn right, and the Relic is underwater, directly beneath the far edge of the dock once it dead ends.



04 RELIC
TUMI KNIFE

- **Dialect:** N/A
- **Nearest Camp:** Kuwaq Yuka

In the area where Lara must rescue the workers in the "Blood Cries Out - Invasive Species" side mission, there is a barred gate that must be pried open. This leads to a small cave area where the Relic is found on a table. Note that this area is referred to as "Location Unknown" on the map.

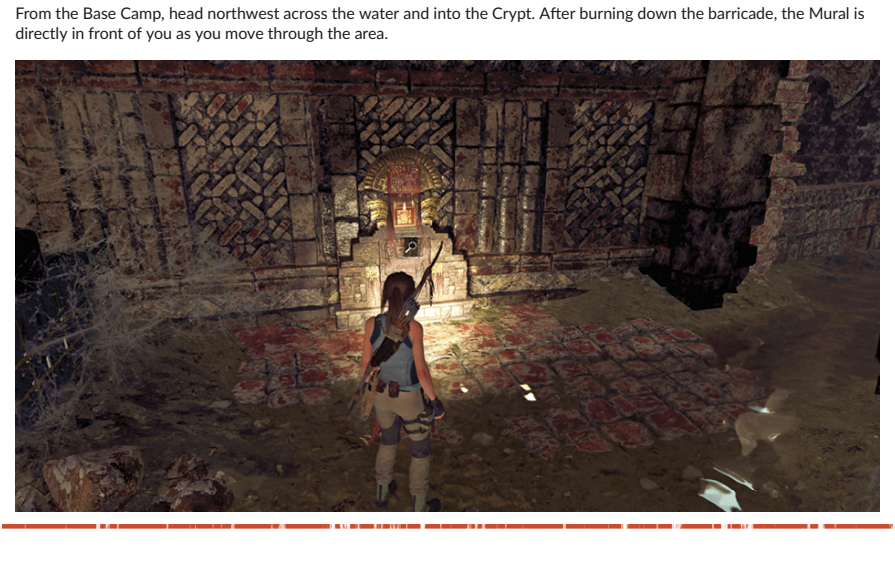


MURALS

01 MURALS
WAYTA, THE TYRANT

- **Dialect:** Quechua
- **Nearest Camp:** Kuwaq Yaku

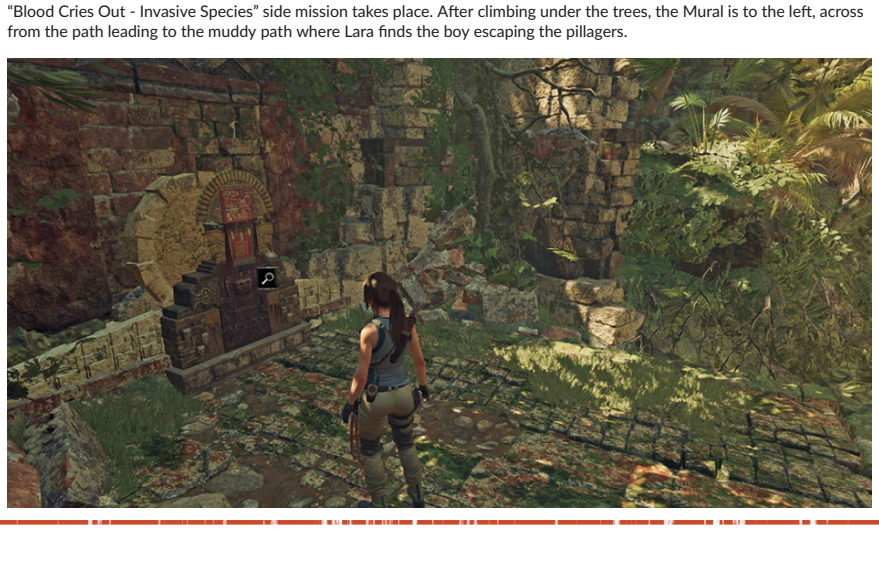
From the Base Camp, head northwest across the water and into the Crypt. After burning down the barricade, the Mural is directly in front of you as you move through the area.



02 MURAL
SUPPAY

- **Dialect:** Quechua
- **Nearest Camp:** Kuwaq Yaku Ruins

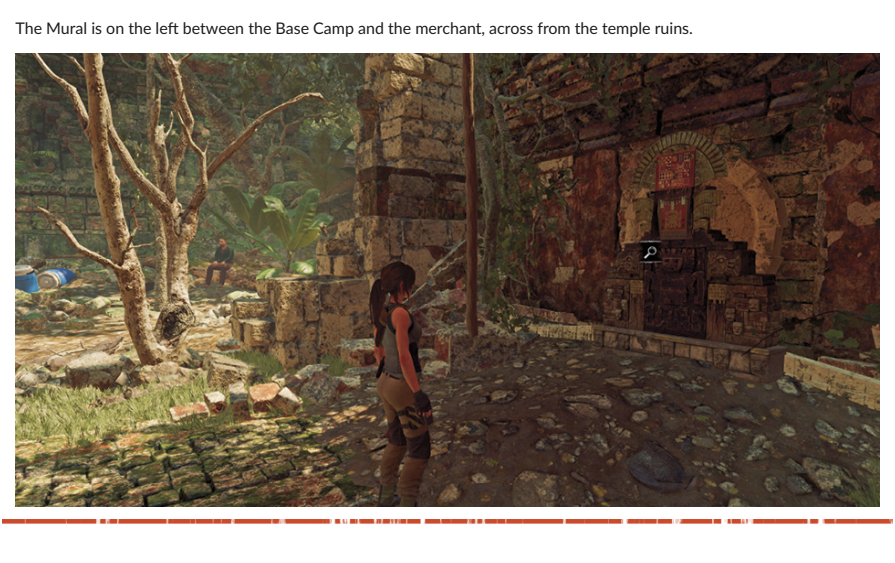
From the Base Camp, head past the ruins and through the village until you reach the path leading to the area where the "Blood Cries Out - Invasive Species" side mission takes place. After climbing under the trees, the Mural is to the left, across from the path leading to the muddy path where Lara finds the boy escaping the pillagers.



03 MURAL
CONIRAYA

- **Dialect:** Quechua
- **Nearest Camp:** Kuwaq Yaku Ruins

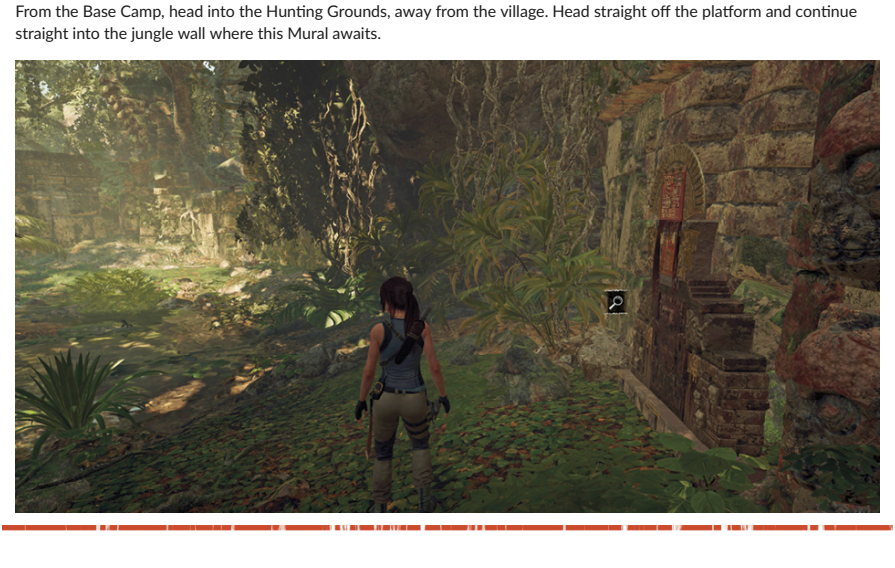
The Mural is on the left between the Base Camp and the merchant, across from the temple ruins.



04 MURAL
PACHAMAMA

- **Dialect:** Quechua
- **Nearest Camp:** Kuwaq Yaku Ruins

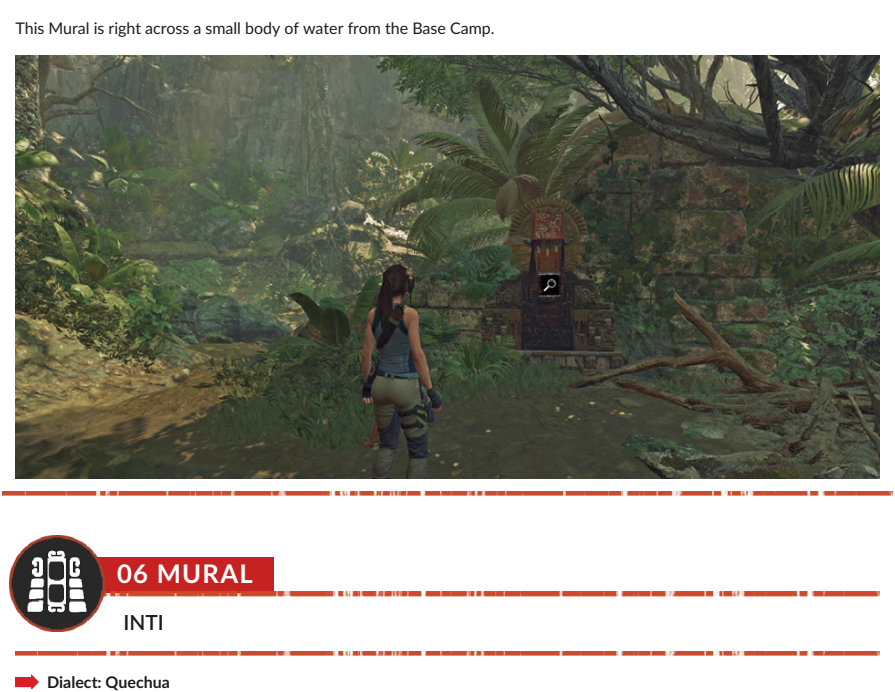
From the Base Camp, head into the Hunting Grounds, away from the village. Head straight off the platform and continue straight into the jungle wall where this Mural awaits.



05 MURAL
URCUCHILLAY

- **Dialect:** Quechua
- **Nearest Camp:** Hunting Grounds

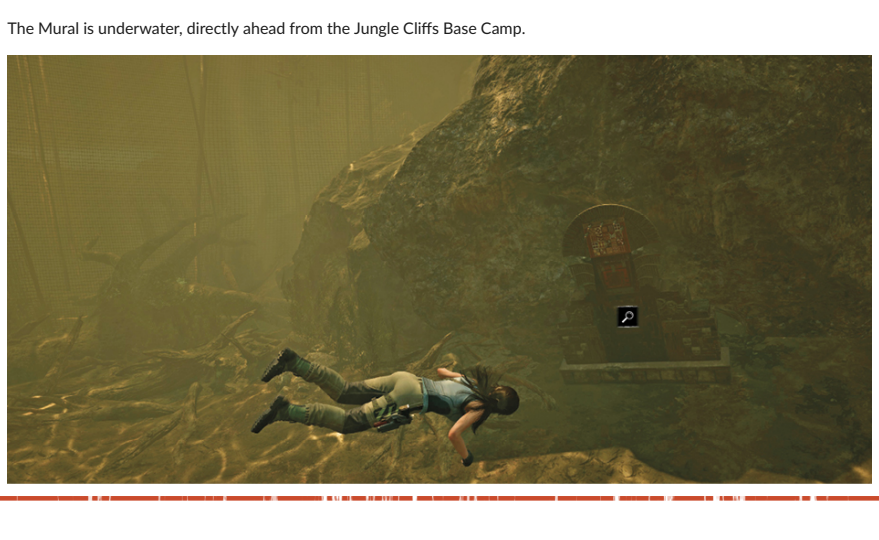
This Mural is right across a small body of water from the Base Camp.



06 MURAL
INTI

- **Dialect:** Quechua
- **Nearest Camp:** Jungle Cliffs

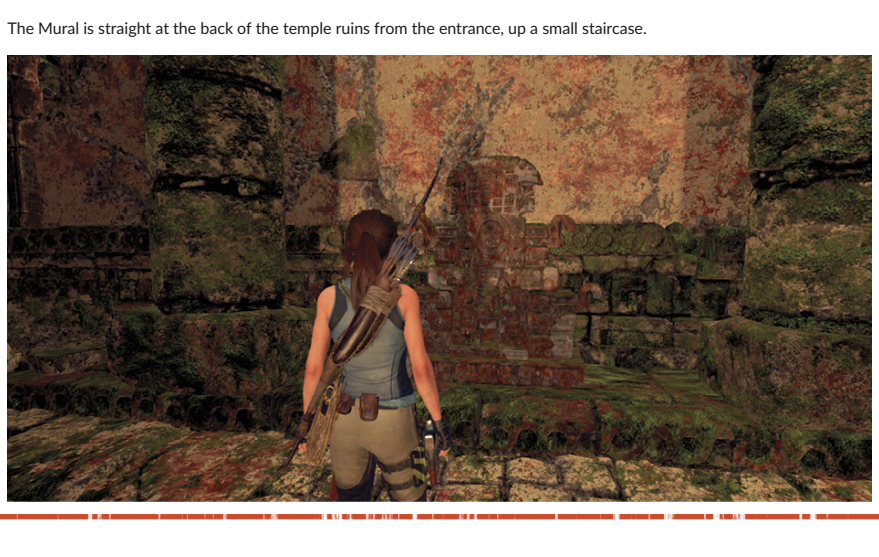
The Mural is underwater, directly ahead from the Jungle Cliffs Base Camp.



07 MURAL
TEMPLE OF DEATH

- **Dialect:** MAM
- **Nearest Camp:** Kuwaq Yaku Ruins

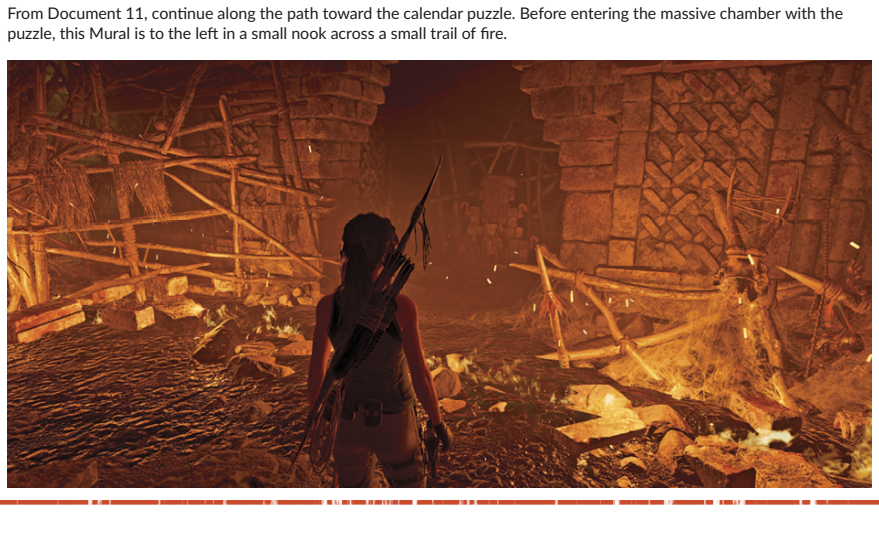
The Mural is straight at the back of the temple ruins from the entrance, up a small staircase.



08 MURAL
TEMPLE OF LIFE

- **Dialect:** MAM
- **Nearest Camp:** Docks

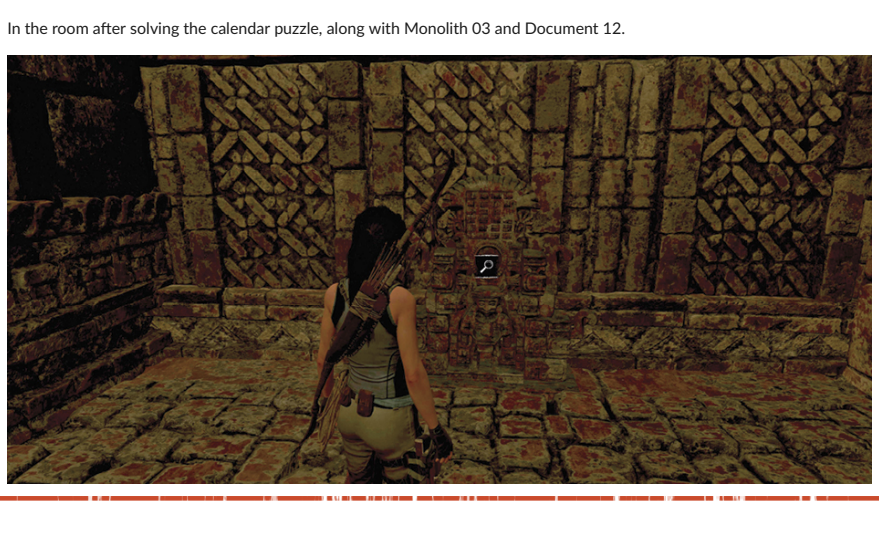
From Document 11, continue along the path toward the calendar puzzle. Before entering the massive chamber with the puzzle, this Mural is to the left in a small nook across a small trail of fire.



09 MURAL
GOD OF SUICIDES

- **Dialect:** MAM
- **Nearest Camp:** Docks

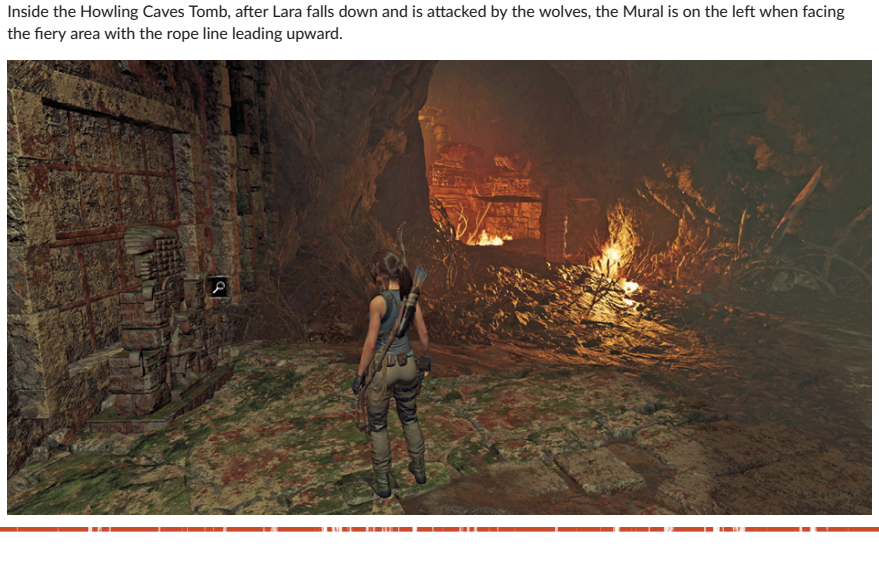
In the room after solving the calendar puzzle, along with Monolith 03 and Document 12.



10 MURAL
HOWLING CAVES

- **Dialect:** MAM
- **Nearest Camp:** Docks

Inside the Howling Caves Tomb, after Lara falls down and is attacked by the wolves, the Mural is on the left when facing the fiery area with the rope line leading upward.

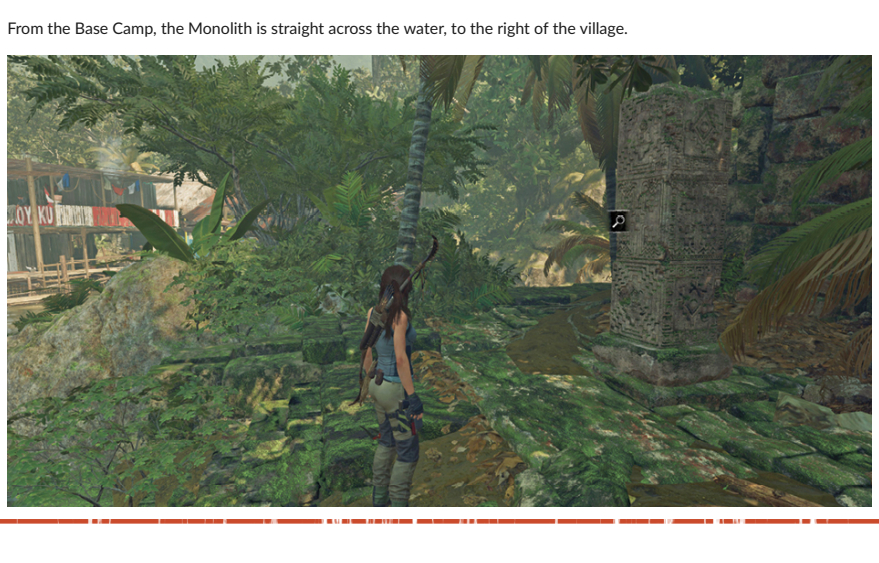


MONOLITHS

01 MONOLITH
MONOLITH 01

- **Dialect:** Quechua (Proficient)
- **Nearest Camp:** Jungle Cliffs

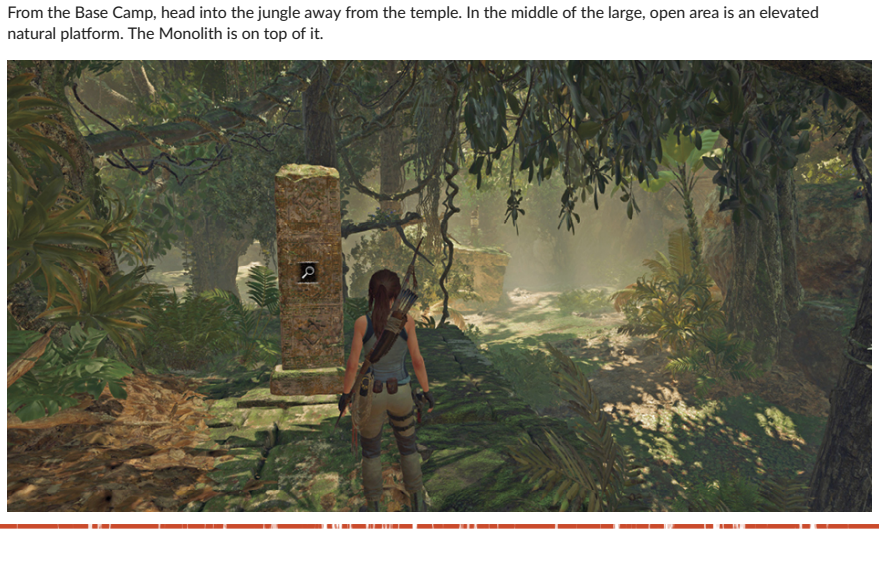
From the Base Camp, the Monolith is straight across the water, to the right of the village.



02 MONOLITH
MONOLITH 02

- **Dialect:** Quechua (Fluent)
- **Nearest Camp:** Kuwaq Yaku Ruins

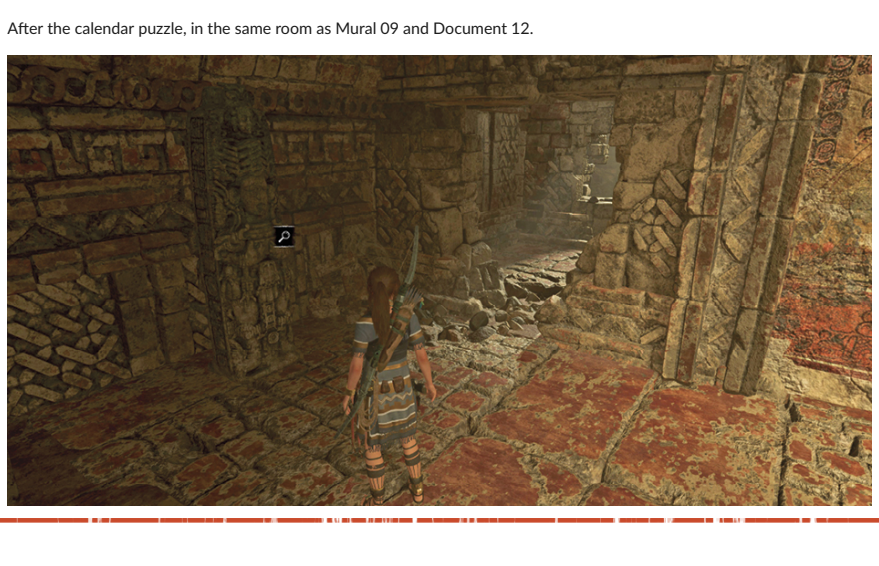
From the Base Camp, head into the jungle away from the temple. In the middle of the large, open area is an elevated natural platform. The Monolith is on top of it.

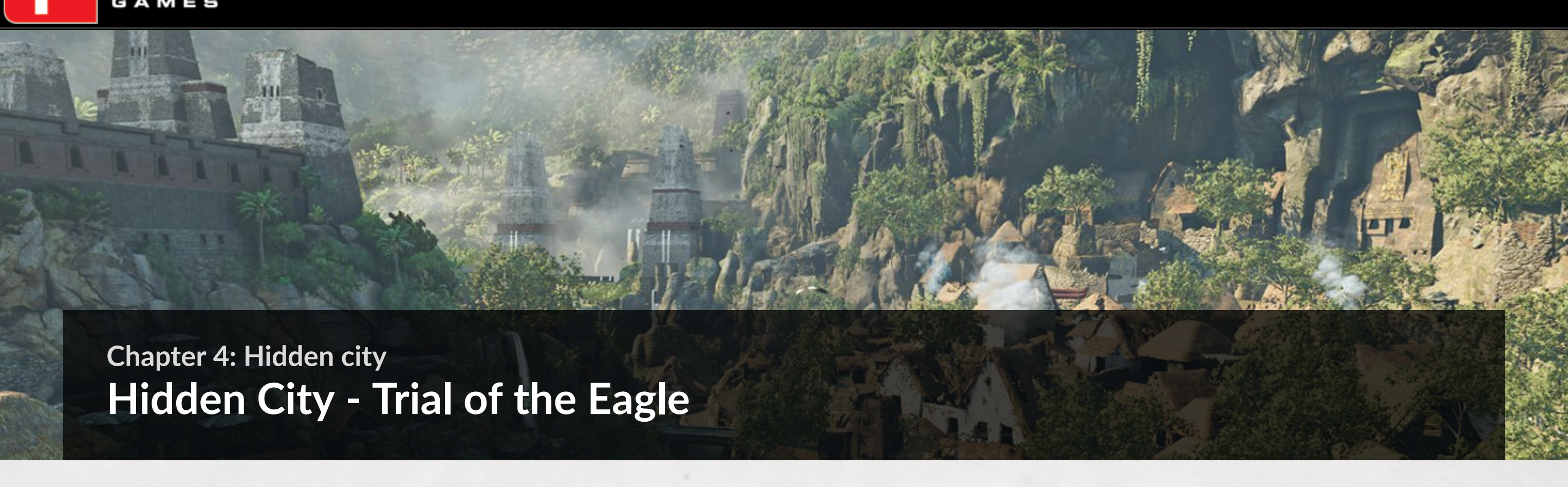


03 MONOLITH
MONOLITH 03

- **Dialect:** MAM (Proficient)
- **Nearest Camp:** Temple of Life

After the calendar puzzle, in the same room as Mural 09 and Document 12.

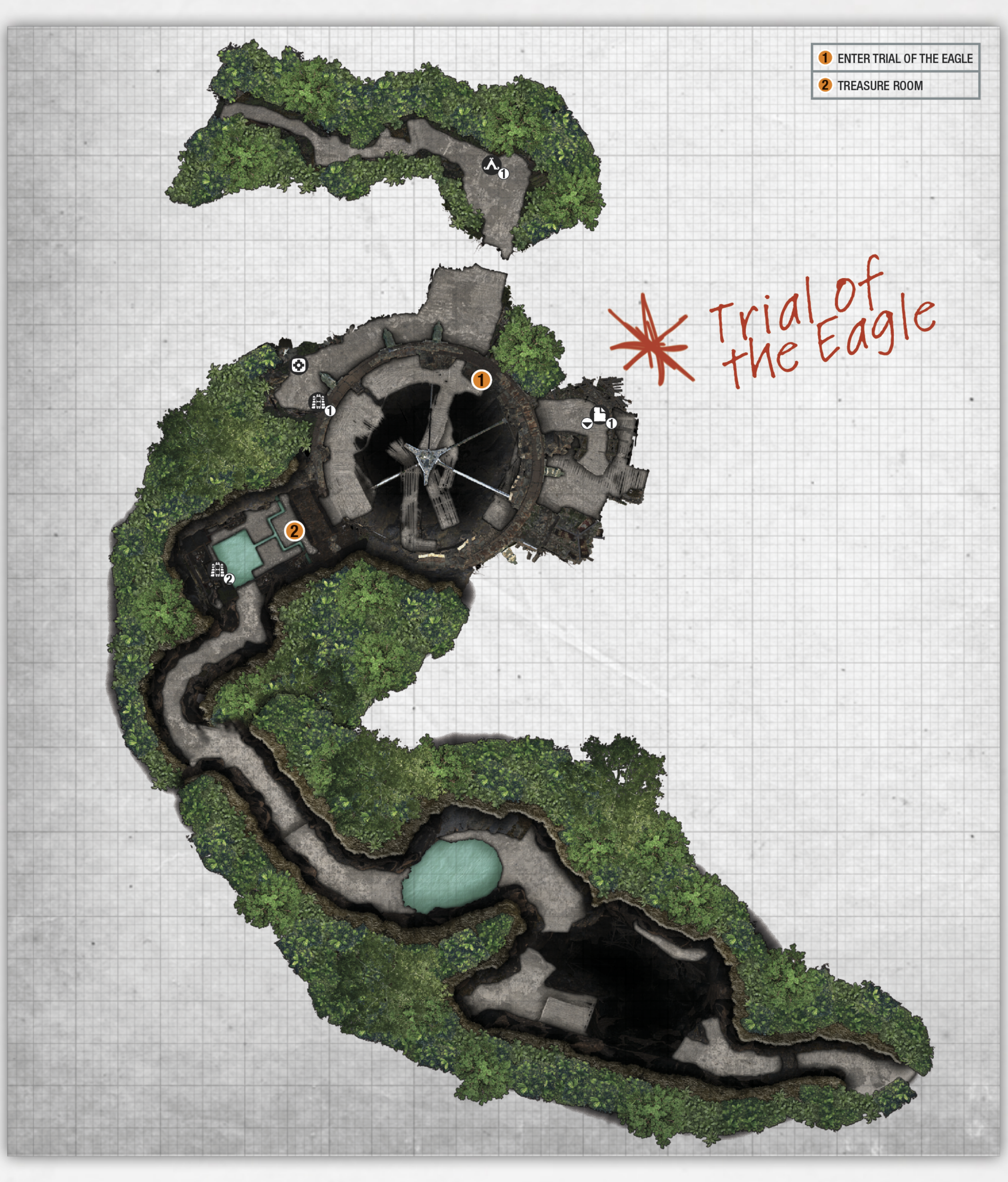




Chapter 4: Hidden city

Hidden City - Trial of the Eagle

CHAPTER: 04 **LOCATION:** TRIAL OF THE EAGLE, PERU



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission GIver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
1	0	0	0	0	0	0	1	2	1	0

TRIAL OF THE EAGLE

MAIN STORY OBJECTIVES

- Complete the Trial of the Eagle

PATH TO THE HIDDEN CITY — COMPLETE THE TRIAL OF THE EAGLE

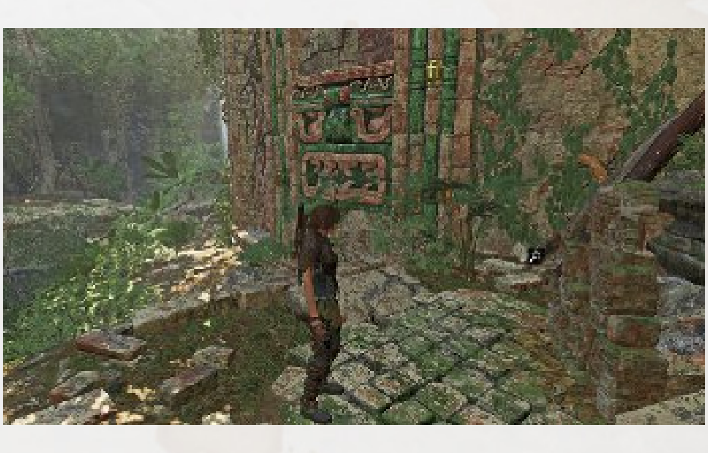
Follow the path (1) left and up to a Base Camp. Leap to the steps, but search to the right first to find treasure. Return to the steps, jump to the wall, and climb onto the wooden platform.

01 MURAL

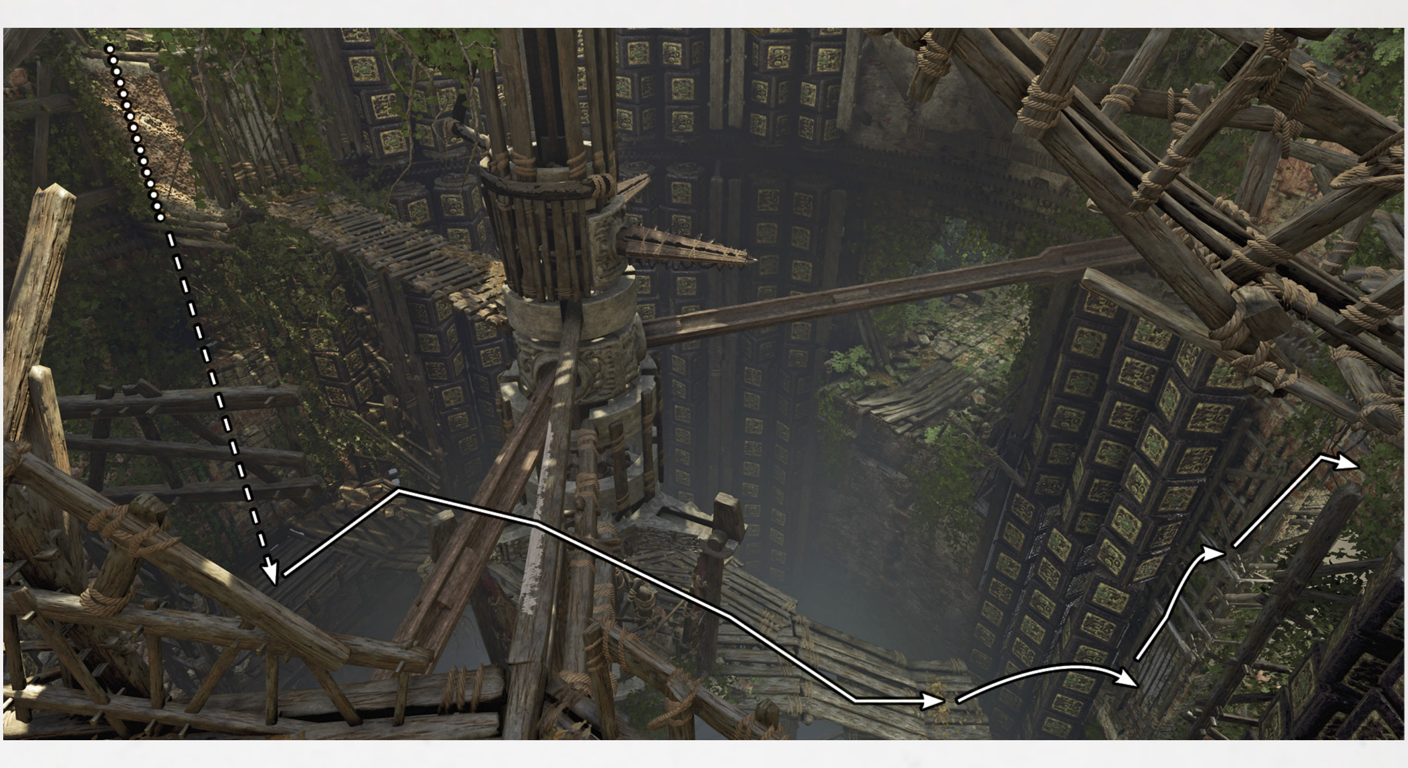
CRUMBLING

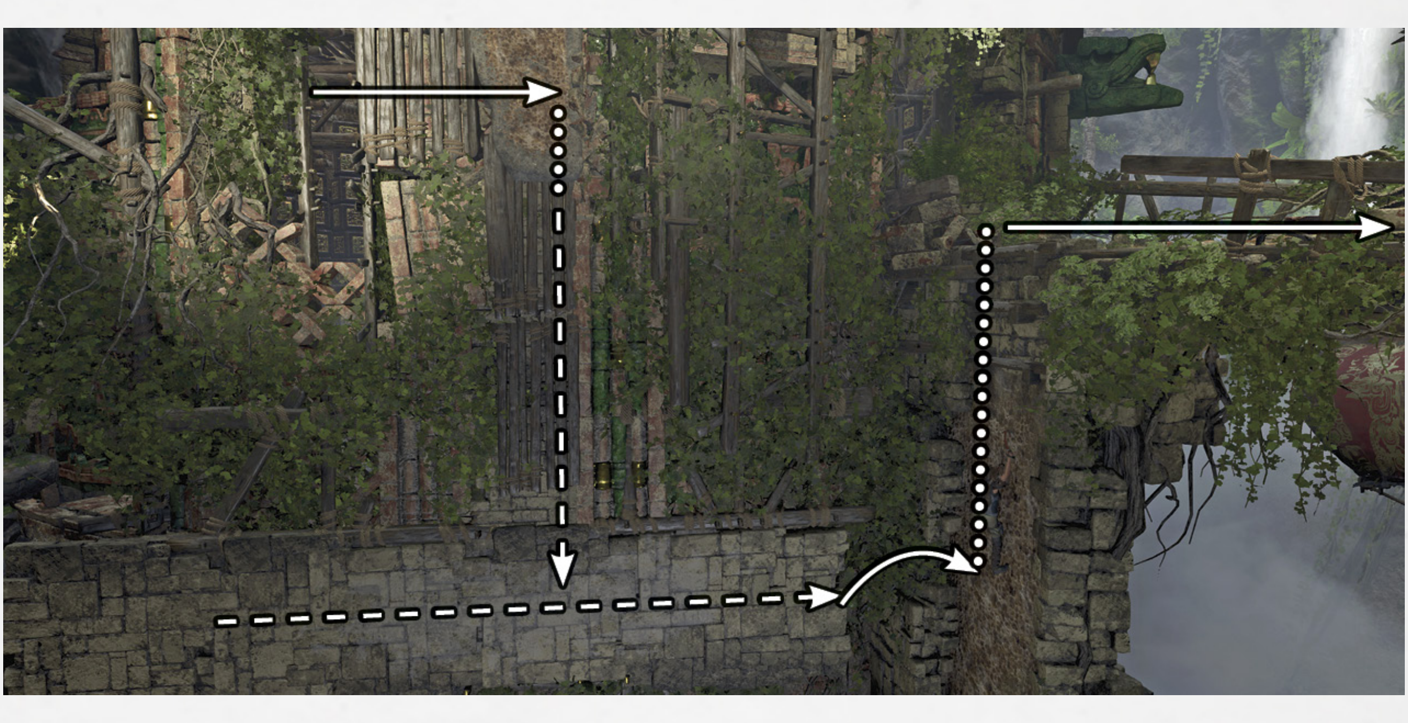
- **Dialect: MAM**
- **Nearest Camp: Trial of the Eagle**

Before entering the trial, turn to the right and head up the short path to reach this Mural.

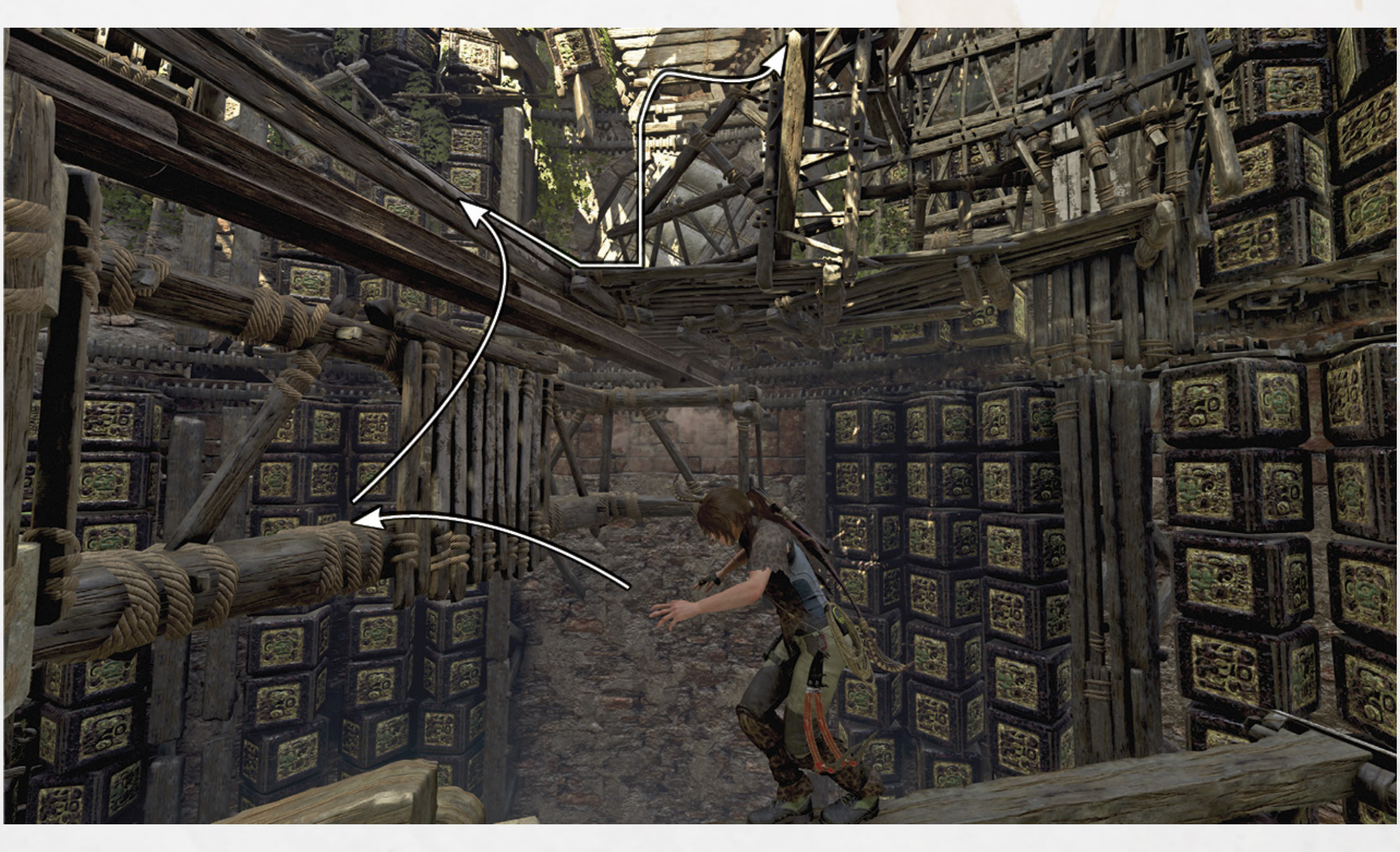


To complete the trial, you must find a way to the exit, seen on the far side of the cylindrical arena, while avoiding the deadly arms that rotate around the central pillar.

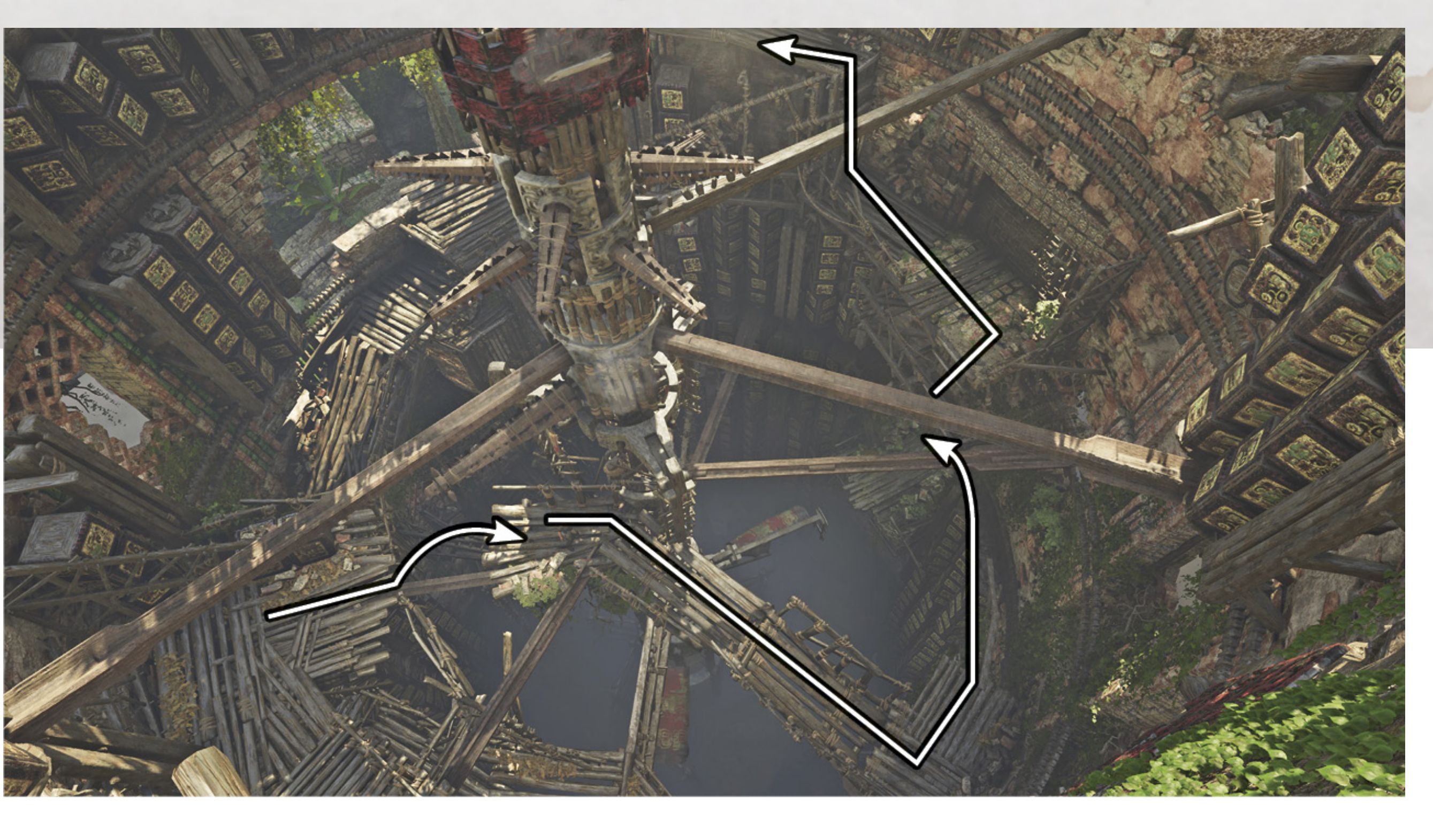




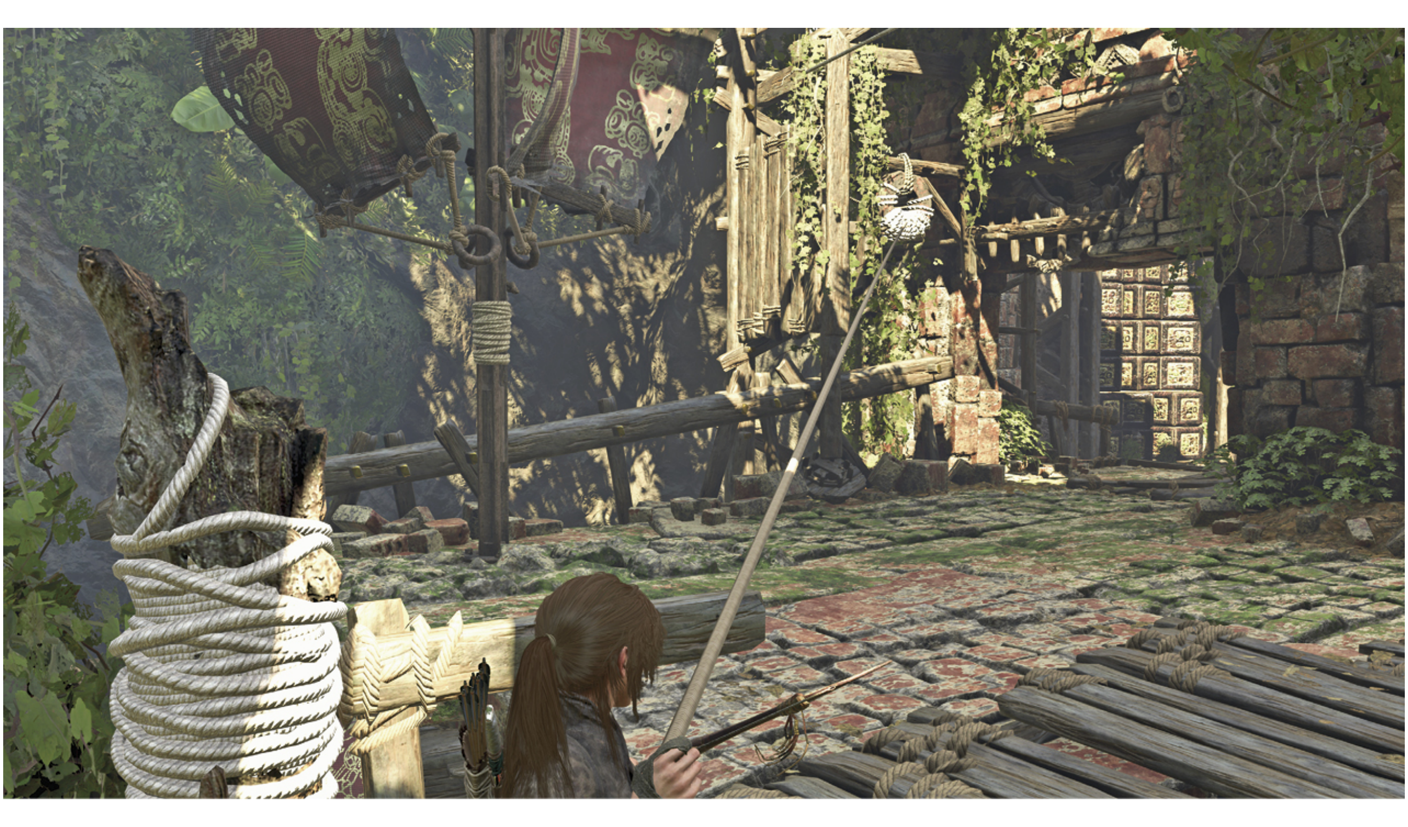
- To the right, climb onto the horizontal beam on the left, and shimmy right until you can dismount.
- Tightrope along the narrow beam toward the center, hop onto the ledge that runs around the shaft, and shimmy left until you're able to drop onto the walkway.
- Scramble up the wall, move left, and rappel to the lower walkway.
- Follow the path toward the center and then out to the far side. Leap to the outer wall and scramble to the ledge.
- Climb up and shimmy right until you reach a craggy wall outside of the arena.
- Rappel down to the bricks, wall-run left, and then right. Leap to another scalable wall and climb up to a platform that holds the first winch.
- Stand next to the winch and fire a rope arrow at the coil of rope on the central pillar, unfurling three sails connected to arms that rotate around the pillar.



- Run toward the pillar, jump onto the ladder as it rotates to the right, and climb onto the new arm.
- Pause as you pass a portion of a wooden frame. Immediately move inward to avoid another section. Step outward and scramble up the vertical boards on the next frame.
- Let the next arm pass by before you jump up and climb onto the beam. This brings you back to the start.
- Wait for the ladder to rotate upright, and quickly climb up. Jump to the horizontal boards above, then head right until you can access the next wooden platform.



- Move forward and jump toward the shaft. Follow the walkway to the outside wall and then left.
- Leap to the ledge, shimmy left, and climb onto the stone floor.
- Scramble and climb to the next walkway up, but pause before pulling all the way up.
- As soon as the moving arm passes overhead, climb up and squat-walk out the hole in the wall.



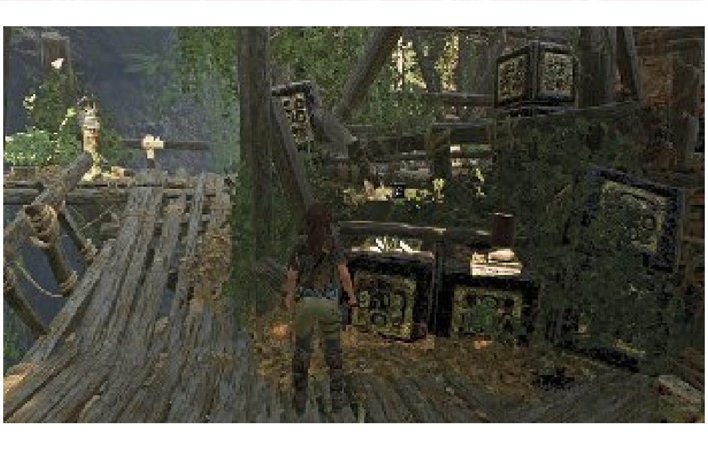
- Follow the walkway to a second winch. Spot the coil of rope next to the outer wall of the arena and rope-pull it down to reveal the lever for the door.
- Stand near the short pole located near the outer edge of the floor and face the lever. Step toward the arena until you can see the lever. Shoot it with a rope arrow to pull it out, where it remains for a short time before resetting.
- Quickly step back to the post and tether a rope between the lever and post.
- With the door open, tether another rope between the winch and central pillar. This pulls a new arm up from the shaft, which immediately becomes stuck.

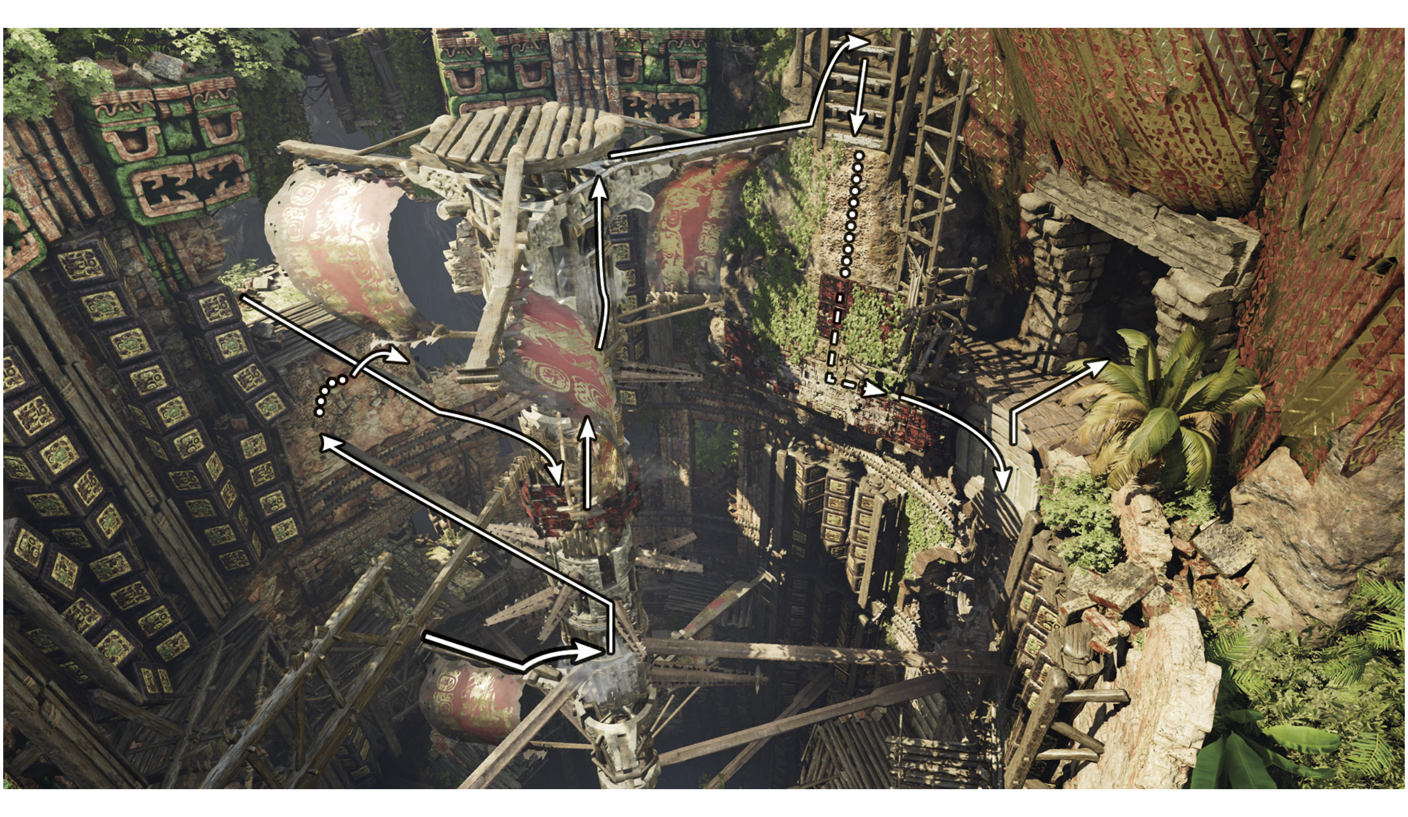
10 DOCUMENT

A PROVERB

- **Dialect: MAM**
- **Nearest Camp: Trial of the Eagle**

There is a wooden pathway down and away from the pole you need to tether a rope to. The Document is on a table at the bottom.





- Jump onto the ladder, dislodging the arm. Quickly grab the ledge when Lara loses her grip.
- Climb up and wait for the spiky arm to pass. Quickly move toward the pillar and scramble up the boards.
- Jump up and shimmy left until you can climb up. Tightrope to the outside wall and grab on with the climbing axes. Jump and scale to the right until you can pull up to the next floor.
- Walk toward the center and leap to the rotating section of the pillar. Jump up to one of the horizontal boards and wait for a spiky arm to pass overhead.
- Quickly jump and scramble up the vertical boards. Continue up and then shimmy toward the sail.
- Climb on and step to the edge. Just after passing under the bird, leap to the ladder on the outside wall.
- Scale down the wall until you can't go any farther. Rappel until you're lined up with the rotating ladder on the right.
- Wall-run left and then right to build momentum. As long as the ladder is turned upright, jump from the right point of your wall run.
- Jump to the top rung and immediately push up. Continue forward until you can jump and climb to the treasure room (2).

02 MURAL

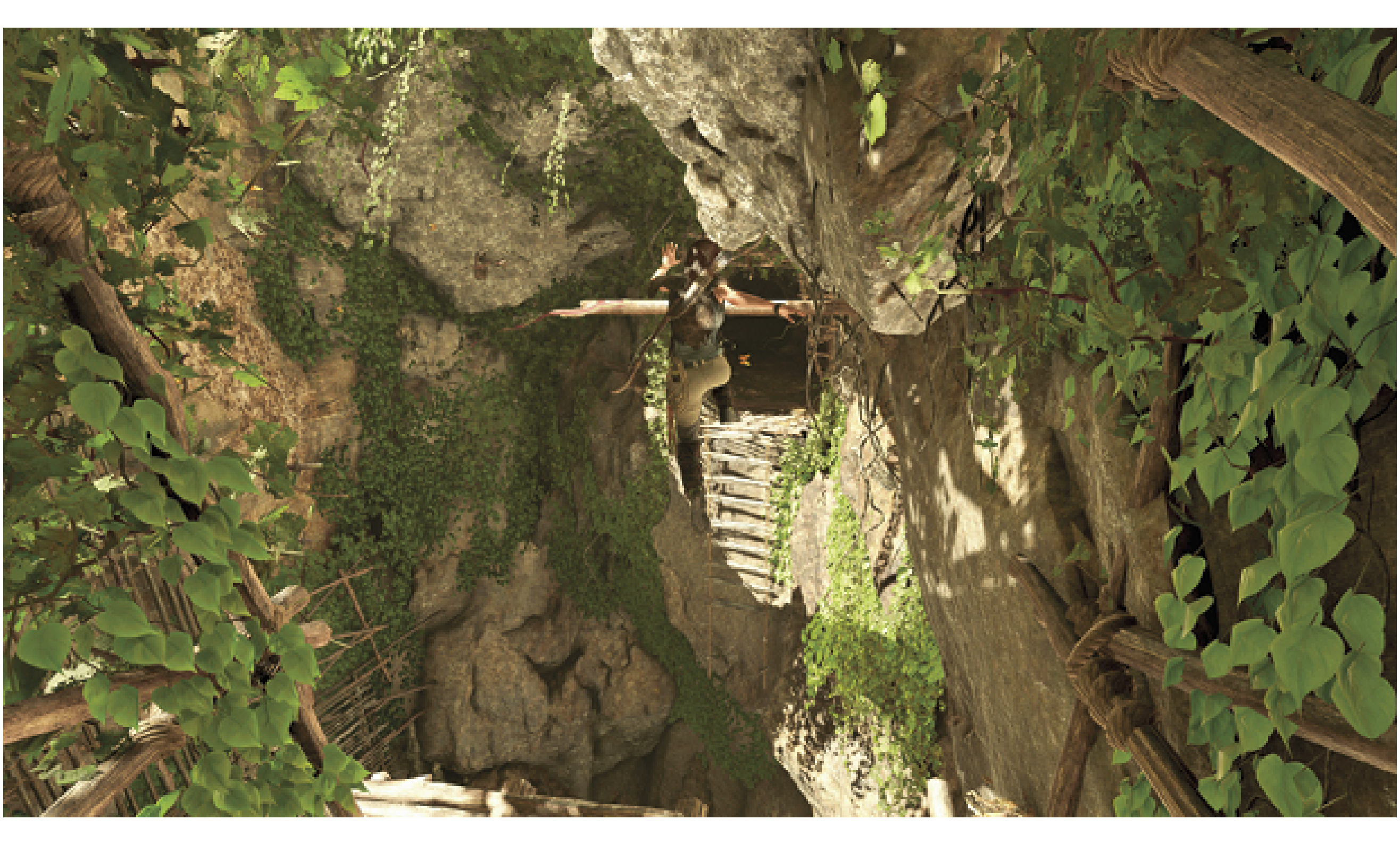
GOLDEN DAYS

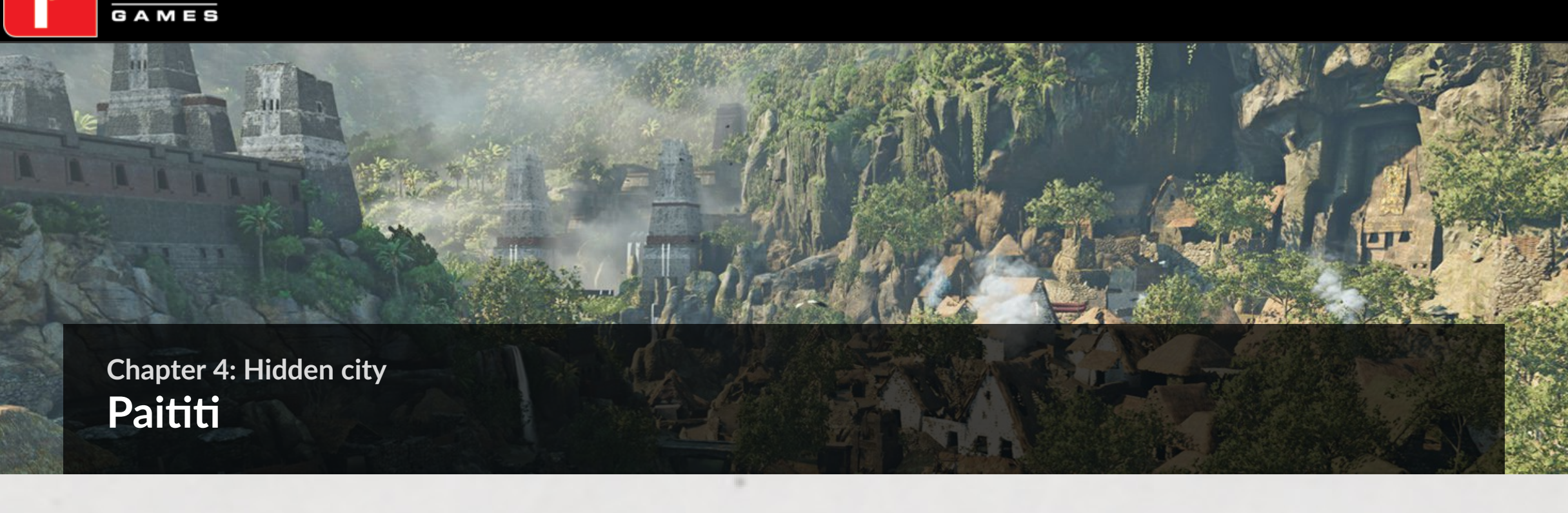
- **Dialect: Quechua**
- **Nearest Camp: Trial of the Eagle**

After solving the puzzle and reaching the top, the Mural will be directly in front of you.

FIND THE HIDDEN CITY

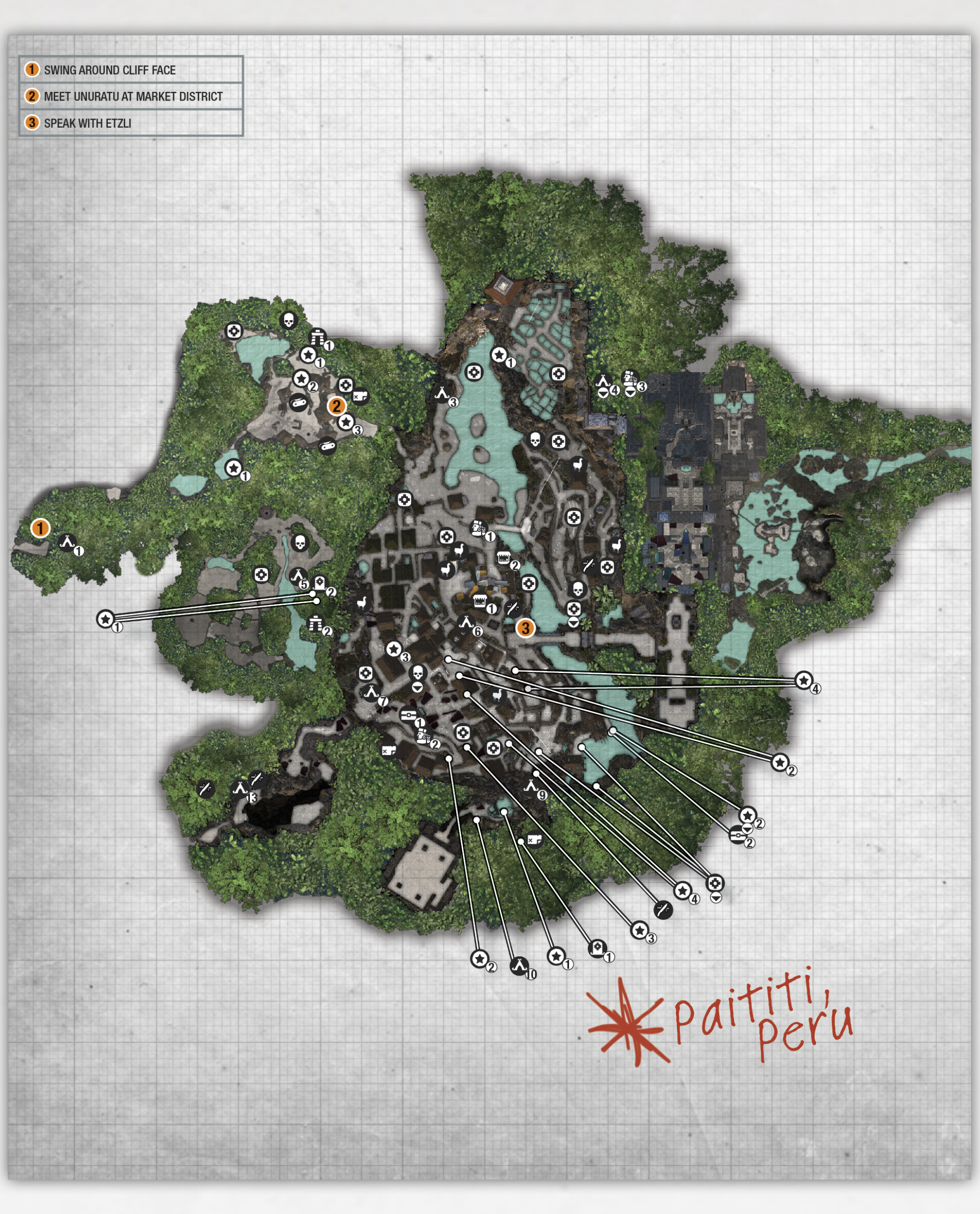
Follow the left passageway to a pool of water. Dive in and climb out the other side. At the next cavern, jump onto the craggy wall on the right and make your way up until you reach the wood scaffolding. Swing on the pole to the ladder on the next wall and climb up to the trail. Follow the tunnel to reach the next region.





Chapter 4: Hidden city

Paititi



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission Giver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
11	3	11	6	3	5	28	42	23	34	7

MAIN STORY OBJECTIVES

- Find the Hidden City
- Meet Unuratu
- Search for the Silver Box

SIDE MISSIONS

1. Skill of the Player - Dice with the Dead
2. Skill of the Player - Cast Out
3. Draw Weight Heavily - The King's Horn
4. Draw Weight Heavily - Hearts and Minds

CHALLENGES

1. High Diving: Make five dives.
2. Keep Calm and Carrion: Gather three condor feathers from nests.

Dropping Decimals: Grapple three quipus.

4. Changing the Weather: Pull down five frog totems.
5. Speaker for the Dead: Uncover four crypt secrets.

CHALLENGE TOMBS (SKILL)

1. Temple of the Sun (Hoatzin's Hunger)
2. Path of Battle (Sip's Quiver)

CRYPTS (TREASURE)

1. Chuki, the Weaver (Vestige: Manko's Boots)
2. Ollanta, the Potter (Vestige: Greaves of Six Sky)

MERCHANT 1

Item	Type of Item	Cost (Gold)
Satchel	Resource Pouch	2600
Rucksack (requires Crow's Hoard skill)	Resource Pouch	3500
Knife Upgrade	Weapon Upgrade	2900
Medicine	Resource	90
Perception Plants	Resource	90
Focus Plants	Resource	90
Endurance Plants	Resource	90
Salvage	Resource	120
Eagle Feather	Resource	150
Condor Feather	Resource	150
Jaguar Hide	Resource	150
Black Powder	Resource	150
Black Wolf Hide	Resource	300
Albino Capybara Hide	Resource	300
Empress Jaguar Hide	Resource	300

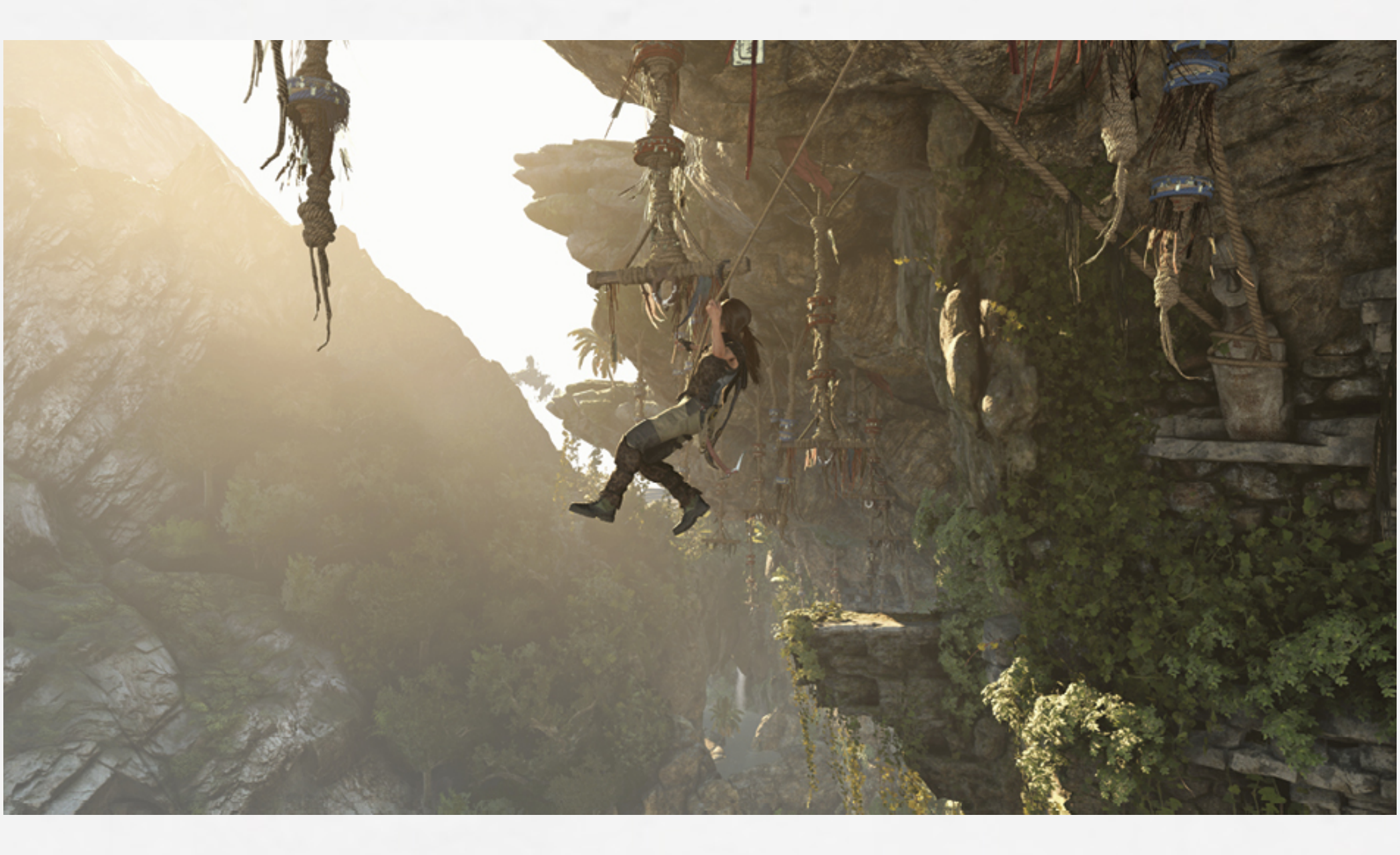
MERCHANT 2

Item	Type of Item	Cost (Gold)
Serpentwood Bow	Bow	4200
Atlatl	Bow	5800
Hunter's Quiver	Quiver	2200
Adventurer's Quiver (requires Crow's Hoard skill)	Quiver	3800
Vestige: Mantle of Six Sky	Outfit Upper	5600
Vestige: Kantu's Boots	Outfit Lower	6900
Arrows	Ammo	60
Fire Arrow	Special Ammo	300

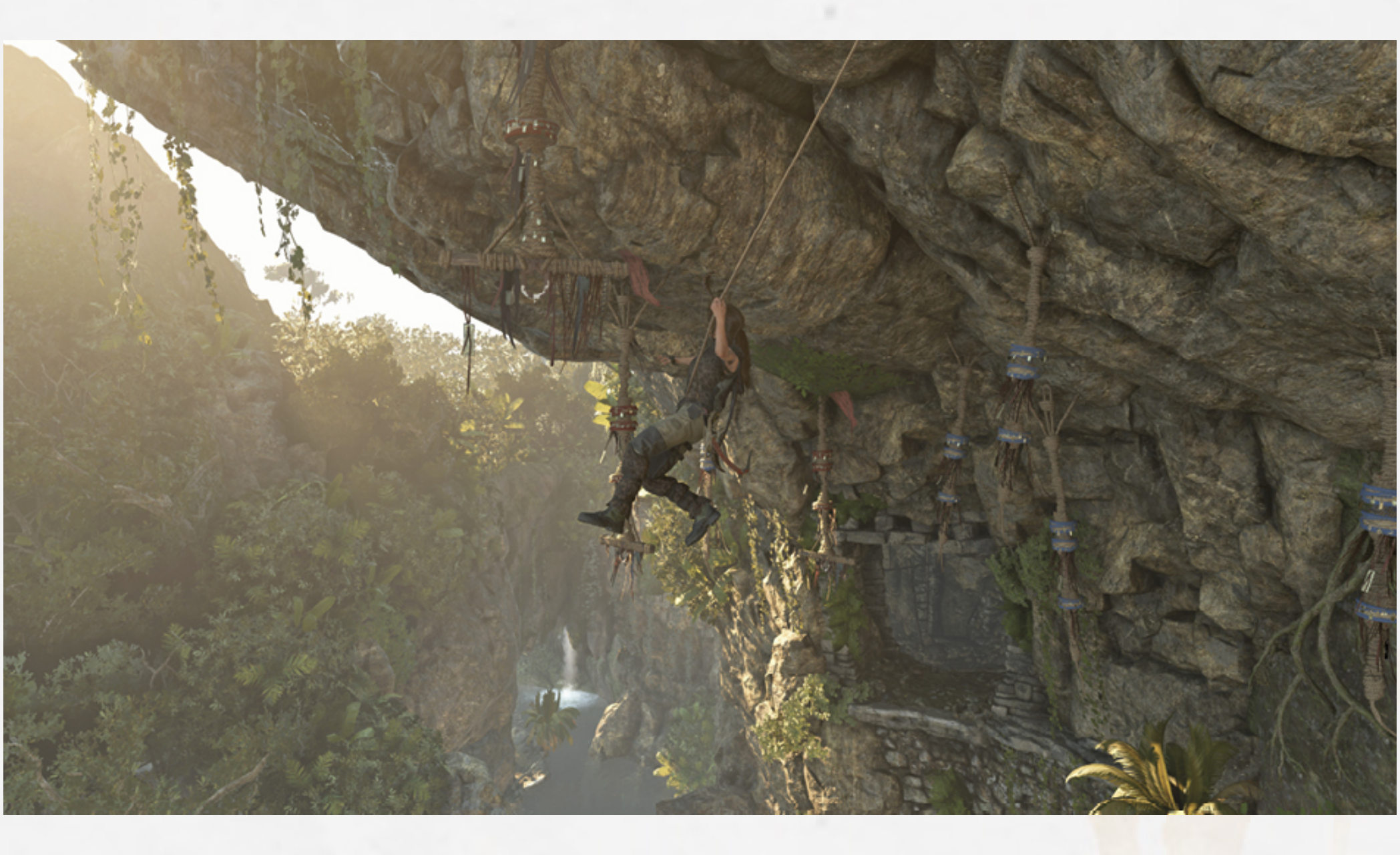
PATH TO THE HIDDEN CITY — SWING AROUND THE CLIFF FACE

You've arrived at the eastern edge of the Hidden City region, though a cliff face stands in the way of your reaching the city. You must swing on the quipus (1) affixed to the overhang, jumping from one to another until you reach stable ground. Throw the Grapple Axe when you're close to the next swing to grab on.

Leap off the jutting rock and throw the axe to grab the first swing. Your momentum sends you toward the second hook; jump and immediately fling the axe to grab on. Turn right before making the third jump, then continue straight ahead to the fourth hook, then to a rock platform.

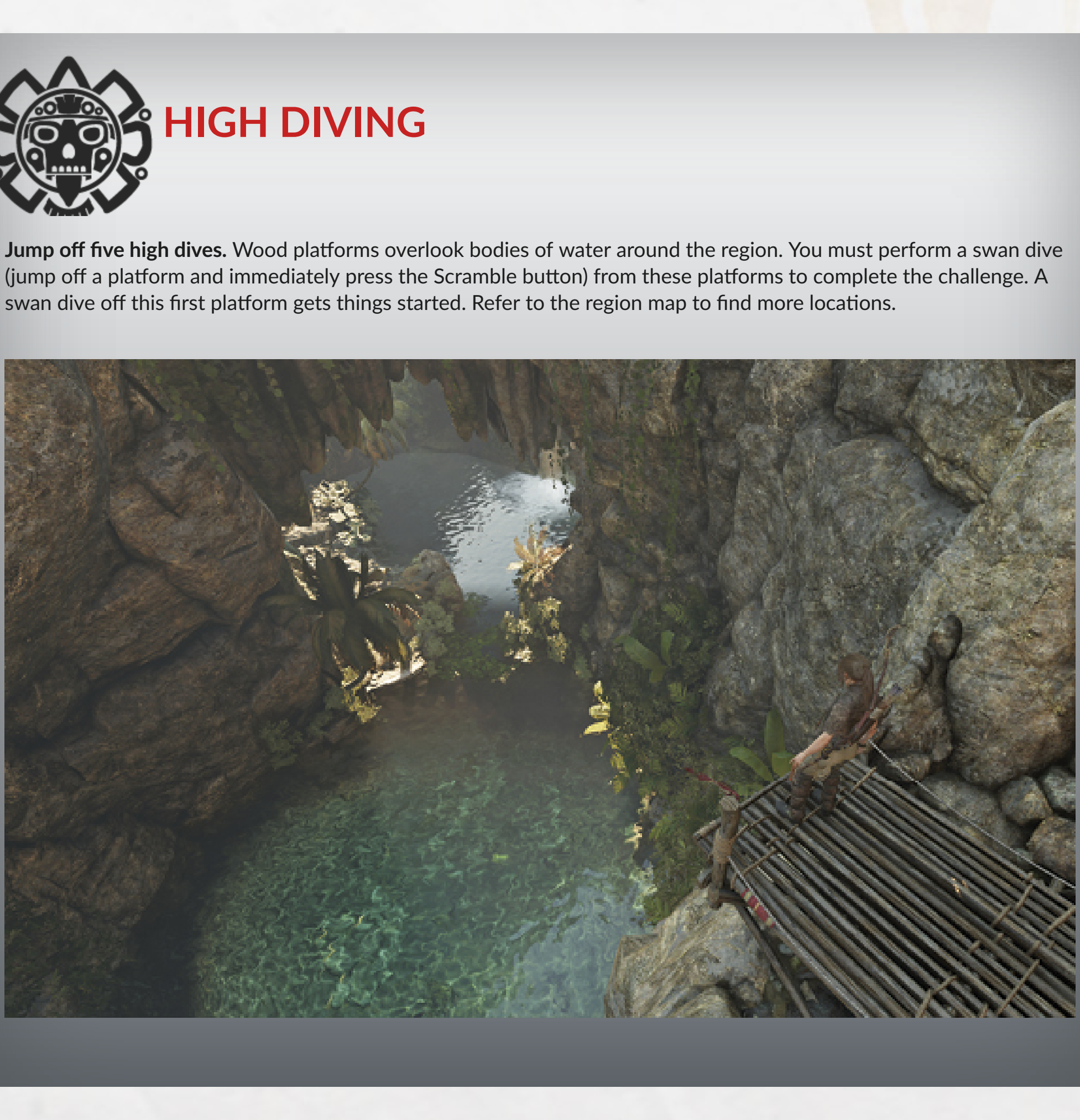


A second set of swings leads you straight ahead, but this time you must watch for quipus that dislodge from the overhang. Jump to the nearest hook and allow Lara to swing forward and then back. Adjust slightly to the left and leap to the second. Continue ahead to the third, which comes out of the rock when pulled. Prepare for an immediate jump to the fourth swing. Continue to the final hook and then to the rocky ledge. Run through the tunnel and swan-dive off the wood platform into a body of water far below.



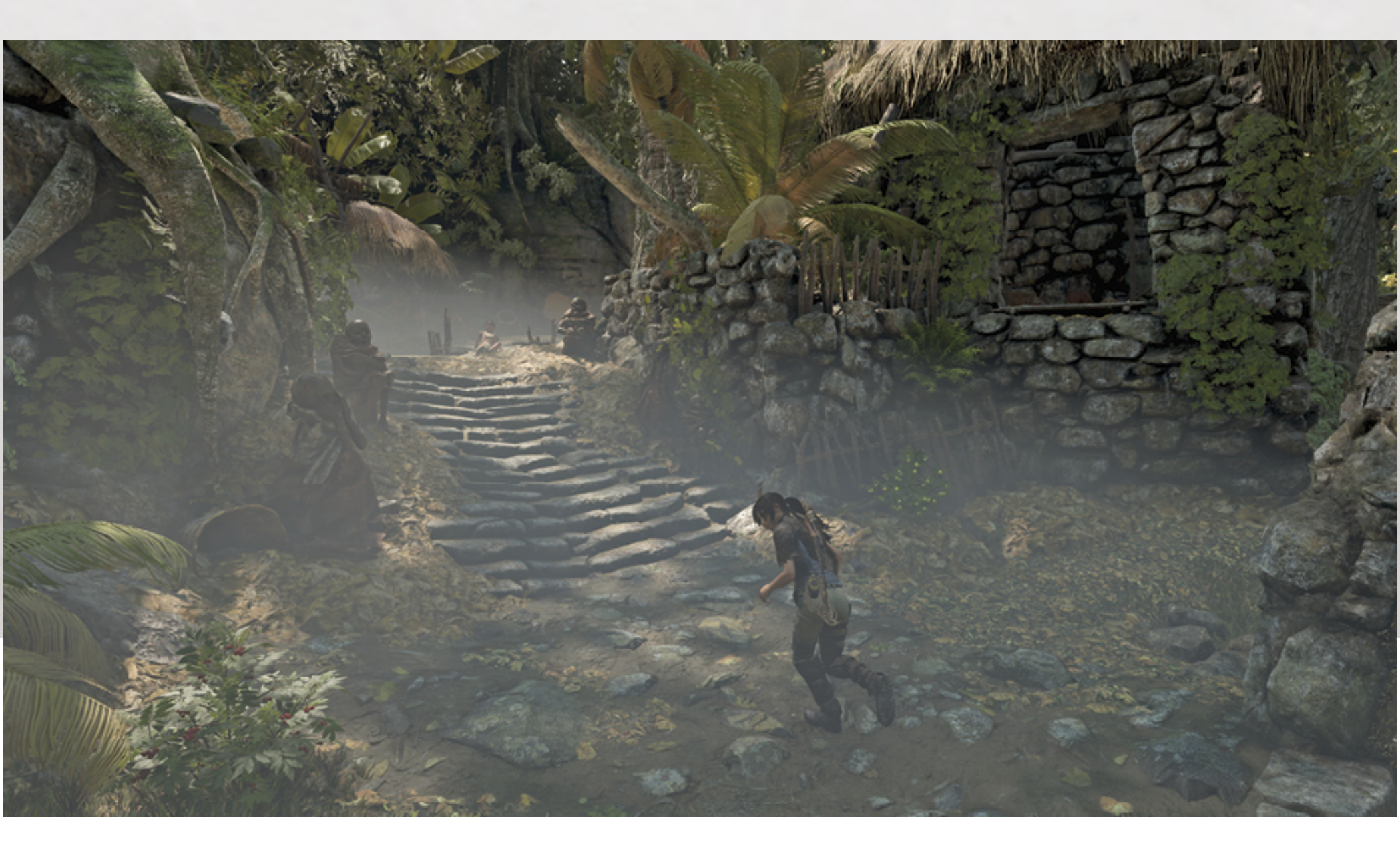
HIGH DIVING

Jump off five high dives. Wood platforms overlook bodies of water around the region. You must perform a swan dive (jump off a platform and immediately press the Scramble button) from these platforms to complete the challenge. A swan dive off this first platform gets things started. Refer to the region map to find more locations.



FIND THE SERPENT WITH THE SILVER EYE

Exit the water and follow the trail into an abandoned village. This is a great opportunity to fill up on resources, including hides from rabbit and llamas in the area. Numerous collectibles can also be found nearby. To continue the story, locate the steps opposite from where you entered the area to find a trapped boy (2).

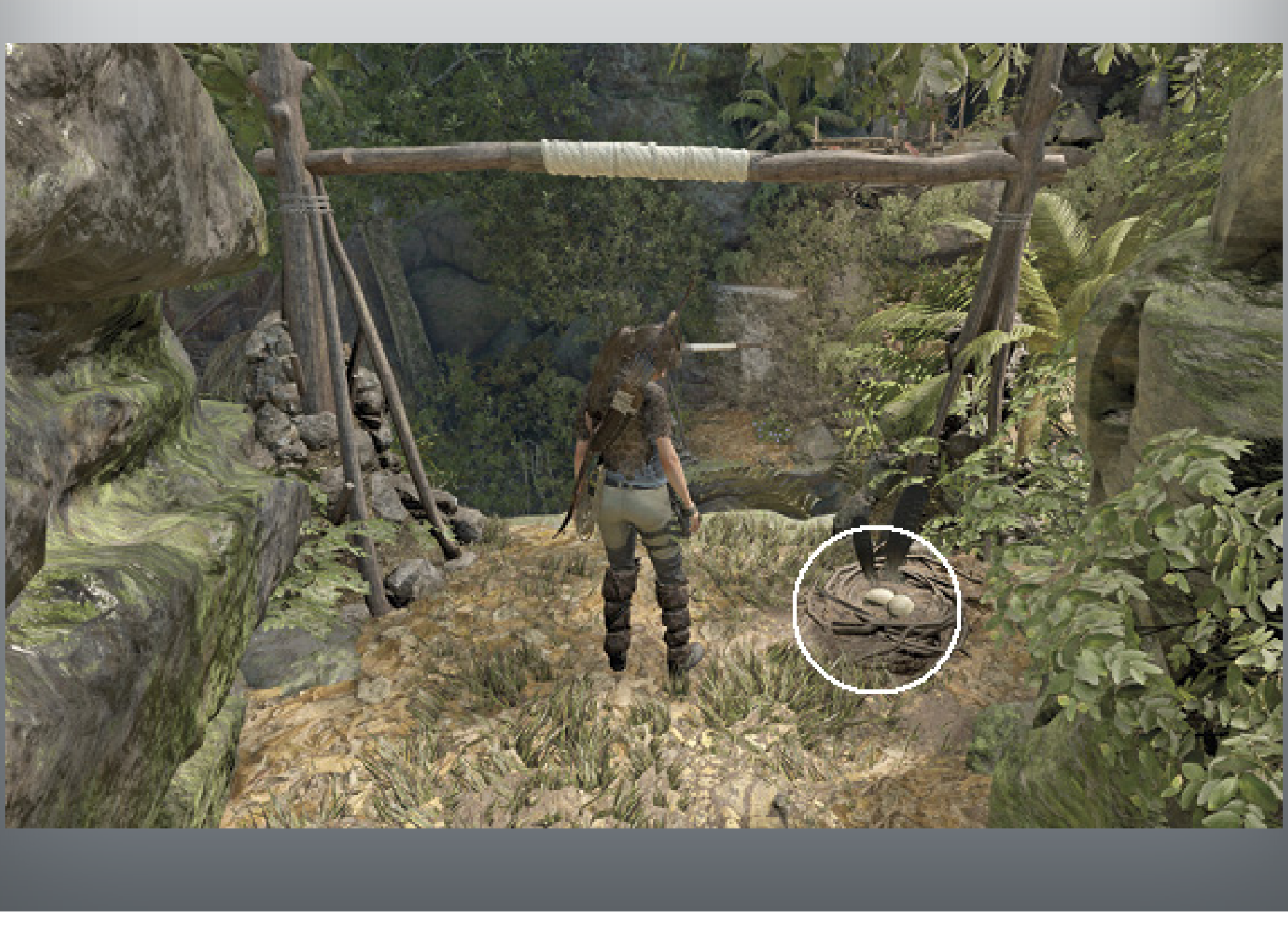


CRYPT AVAILABLE

There are four crypts within the Hidden City. The first one is available right away, by climbing the stone wall between the abandoned village and the nearby lake. Refer to the "Crypts" section of this chapter for full details on how to access the crypt and find the treasure.

KEEP CALM AND CARRION

Gather three condor feathers from birds' nests. You must gather the condor feathers from specific nests around the Hidden City. The first is right here in the abandoned village. On your way to the first crypt, a condor nest sits on the edge of the cliff that overlooks the water. More condor nests are marked on the region map at the start of this chapter.



THE HIDDEN CITY — JOIN UNURATU IN THE MARKET DISTRICT

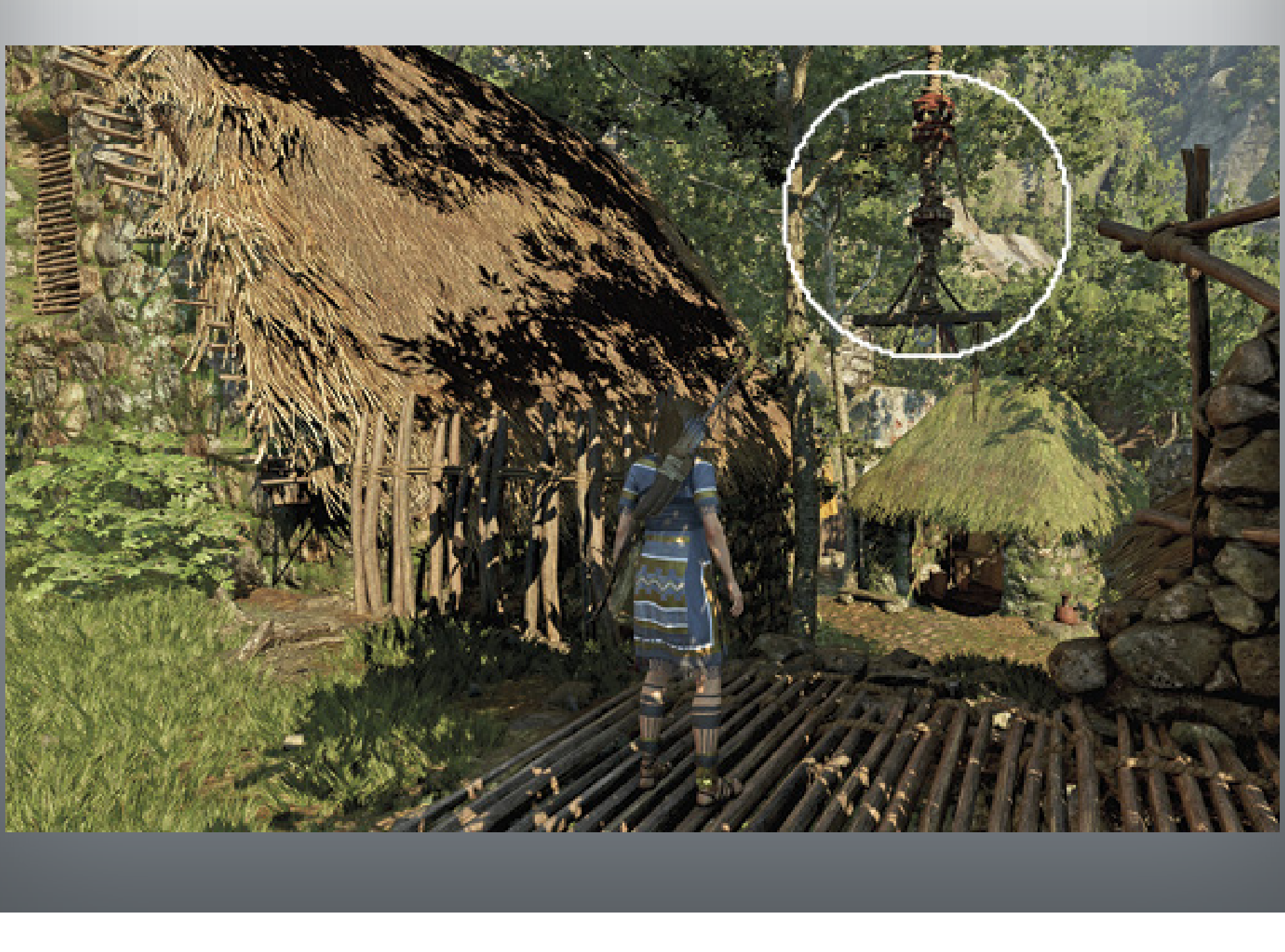
Welcome to Paititi, the Hidden City. There's much to do in the village. Side missions, challenges, two challenge tombs, and another crypt are now accessible. Uchu, who guards Jonah, has a special side mission for you. Two Merchants, numerous Artifacts, and more items are also available. All of this is optional and available throughout much of the game. Refer to the appropriate sections of this chapter for locations and walkthroughs. Upper Paititi is inaccessible at the moment, but you will return—allowing you to finish the region at that point.

NEW OUTFIT: BLUE HERON TUNIC

Until later in the story, the Blue Heron Tunic is the only outfit that can be worn within the village. It allows you to freely explore Lower Paititi and enables interaction with rebels. Note that whenever you enter Paititi, Lara puts her guns away, and the bow can only be used to pull down the frog totems. Exit the region, and guns become available again.

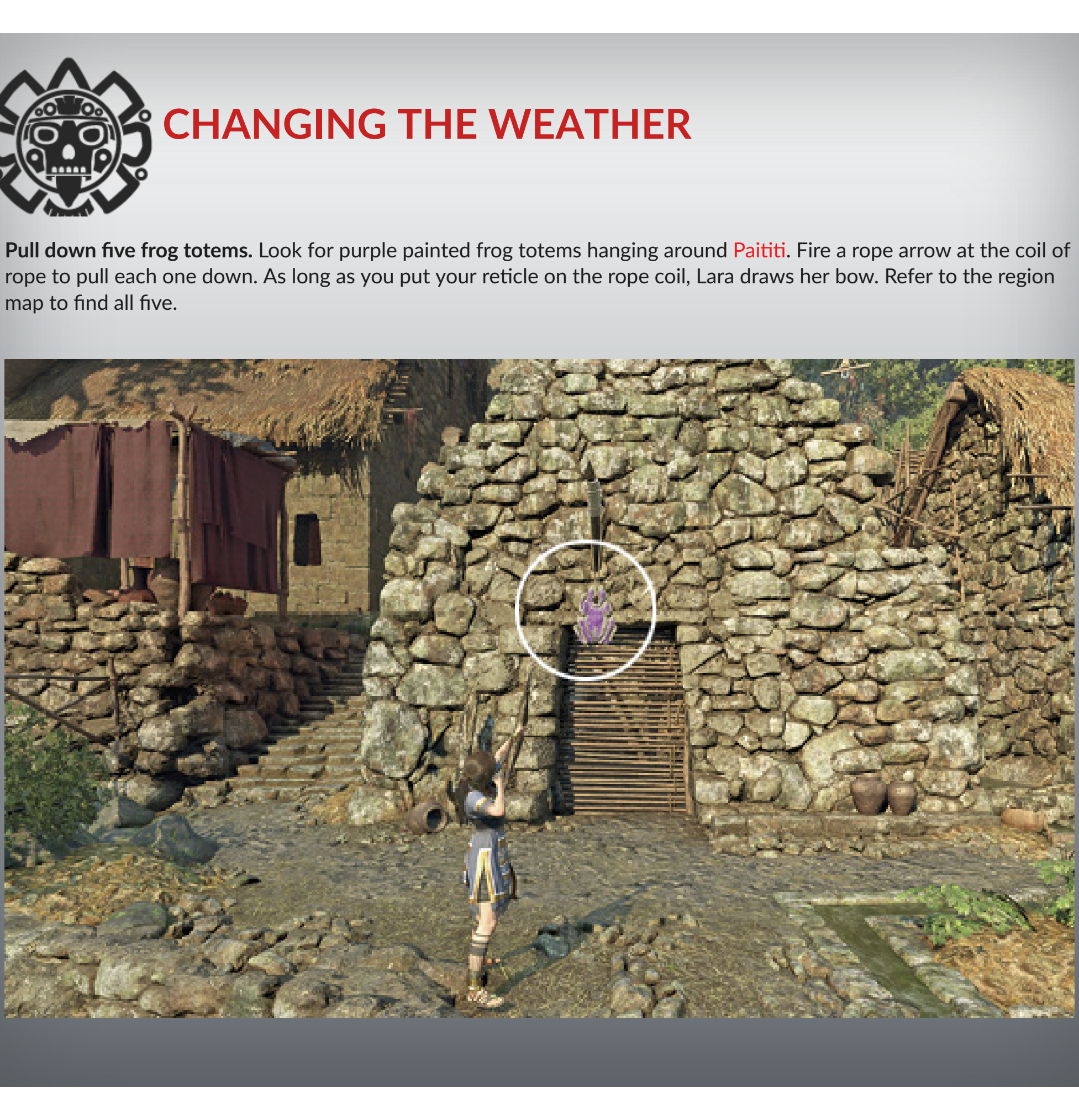
DROPPING DECIMALS

Grapple-attach to three hanging quipus. Keep an eye out for quipus, similar to the hooks used when you swung around the cliff face to find the Hidden City. Jump toward a quipu and throw the Grapple Axe to grab on, pulling it down. The region map provides locations for all three quipus. Find one in the Abandoned Village; climb the steps next to the Base Camp.

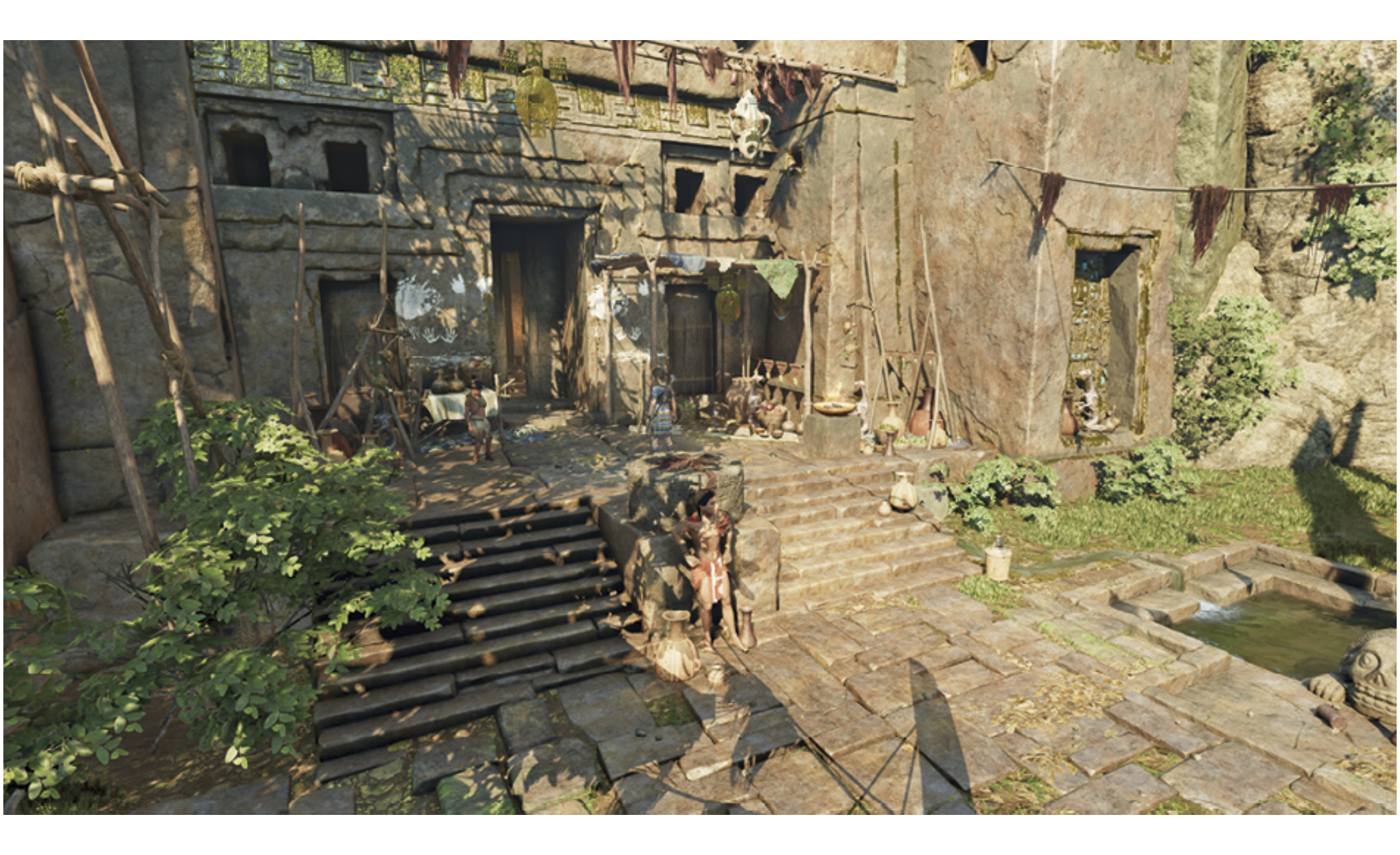


CHANGING THE WEATHER

Pull down five frog totems. Look for purple painted frog totems hanging around Paititi. Fire a rope arrow at the coil of rope to pull each one down. As long as you put your reticle on the rope coil, Lara draws her bow. Refer to the region map to find all five.

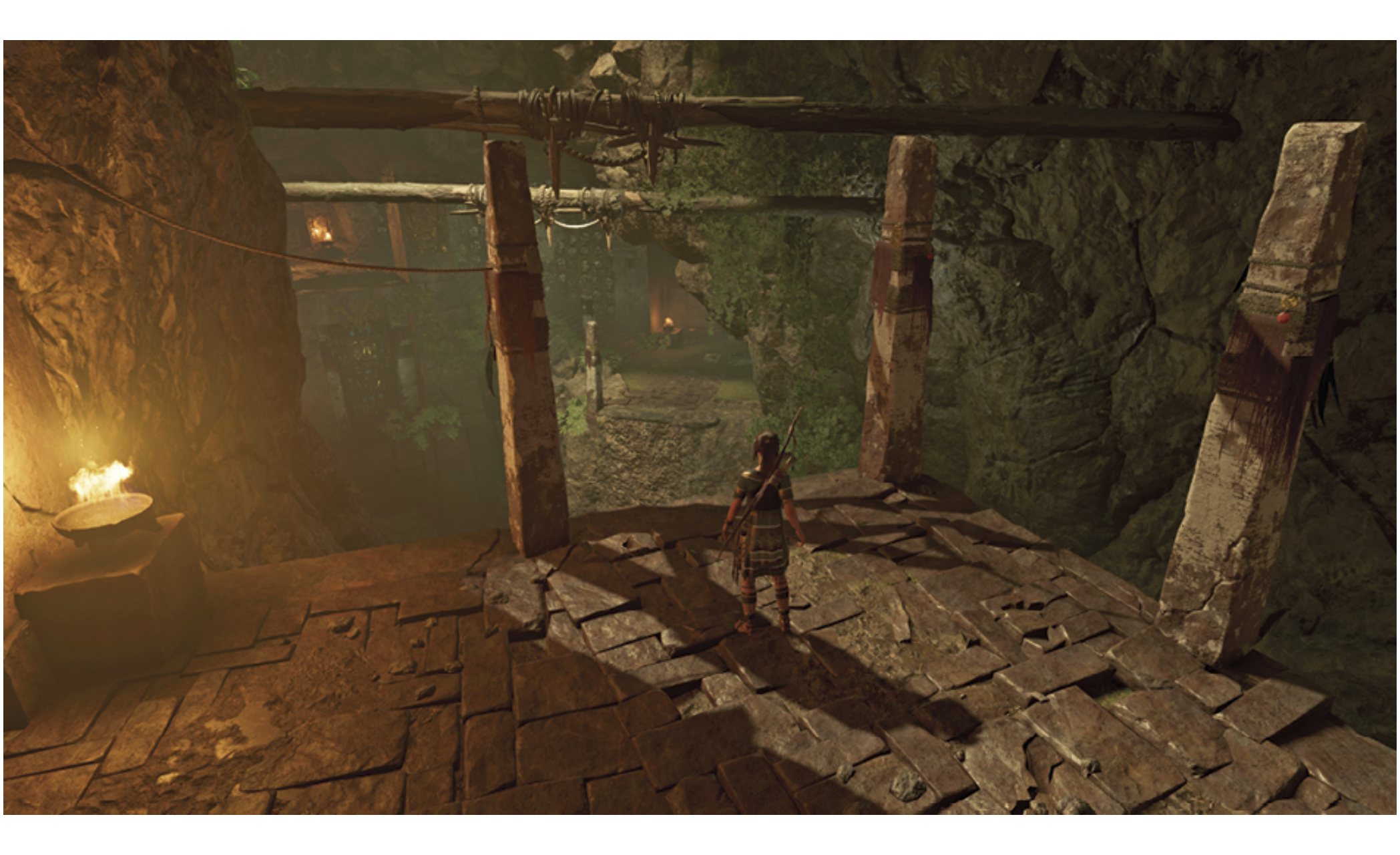


When you're ready to move on in the story, find Unuratu just across the river, in the Market District (3). Cross the bridge at the bottom of the hill or swim across the river, then head left until you find her. A photo of Dr. Dominguez is added to your Artifact collection after the scene plays out.

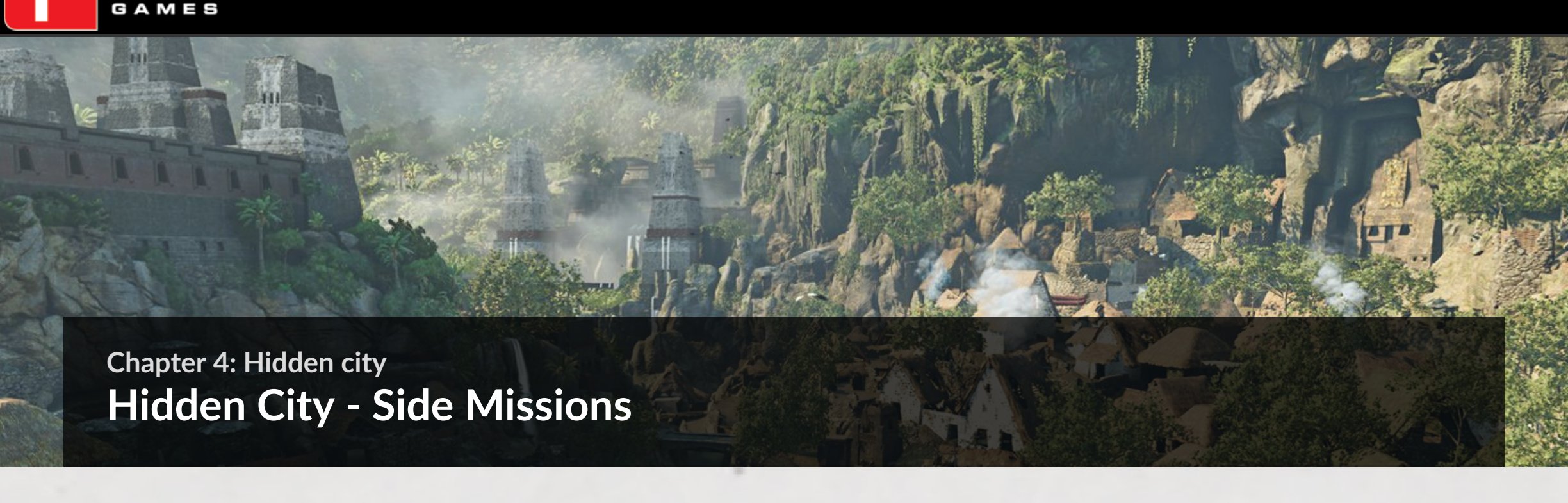


FIND THE SILVER BOX OF IX CHEL

Next, talk to Etzli outside a temple in Lower Paititi, then squeeze through the narrow opening. Search for valuables as you pass through the various rooms of the temple. At the third chamber, jump off the left side of the ledge and swing to the craggy wall. Rappel down and swing to the path on the right.



Between the two pillars, leap forward and throw the Grapple Axe at the metal hooks to reach the Belly of the Serpent Base Camp. If you've upgraded your knife, cut the nearby braided rope to collect more valuables. From the Base Camp, climb the stairs, move through the tunnel, and squeeze through the narrow opening on the far side of the next room to reach the Belly of the Serpent.



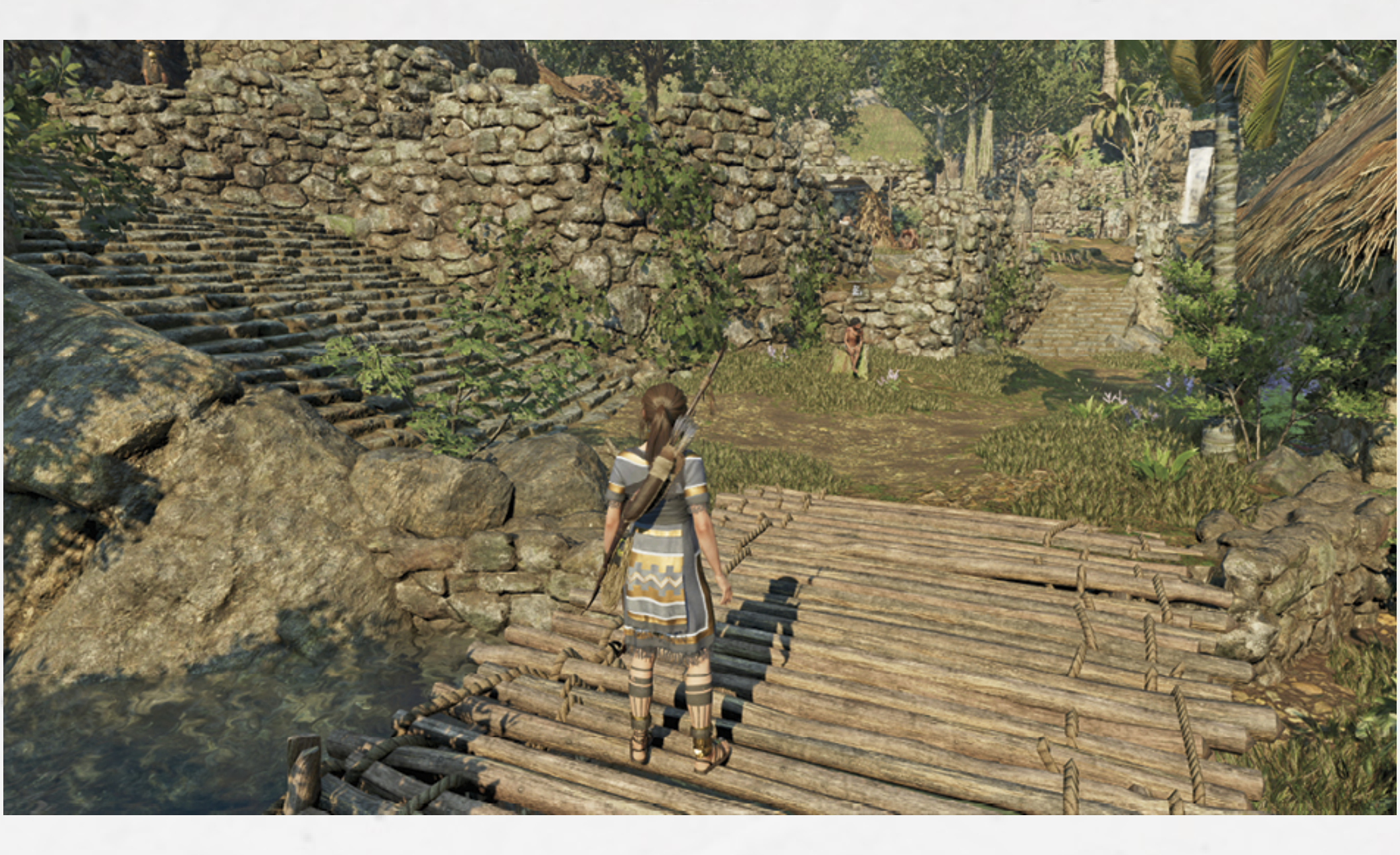
Chapter 4: Hidden city

Hidden City - Side Missions

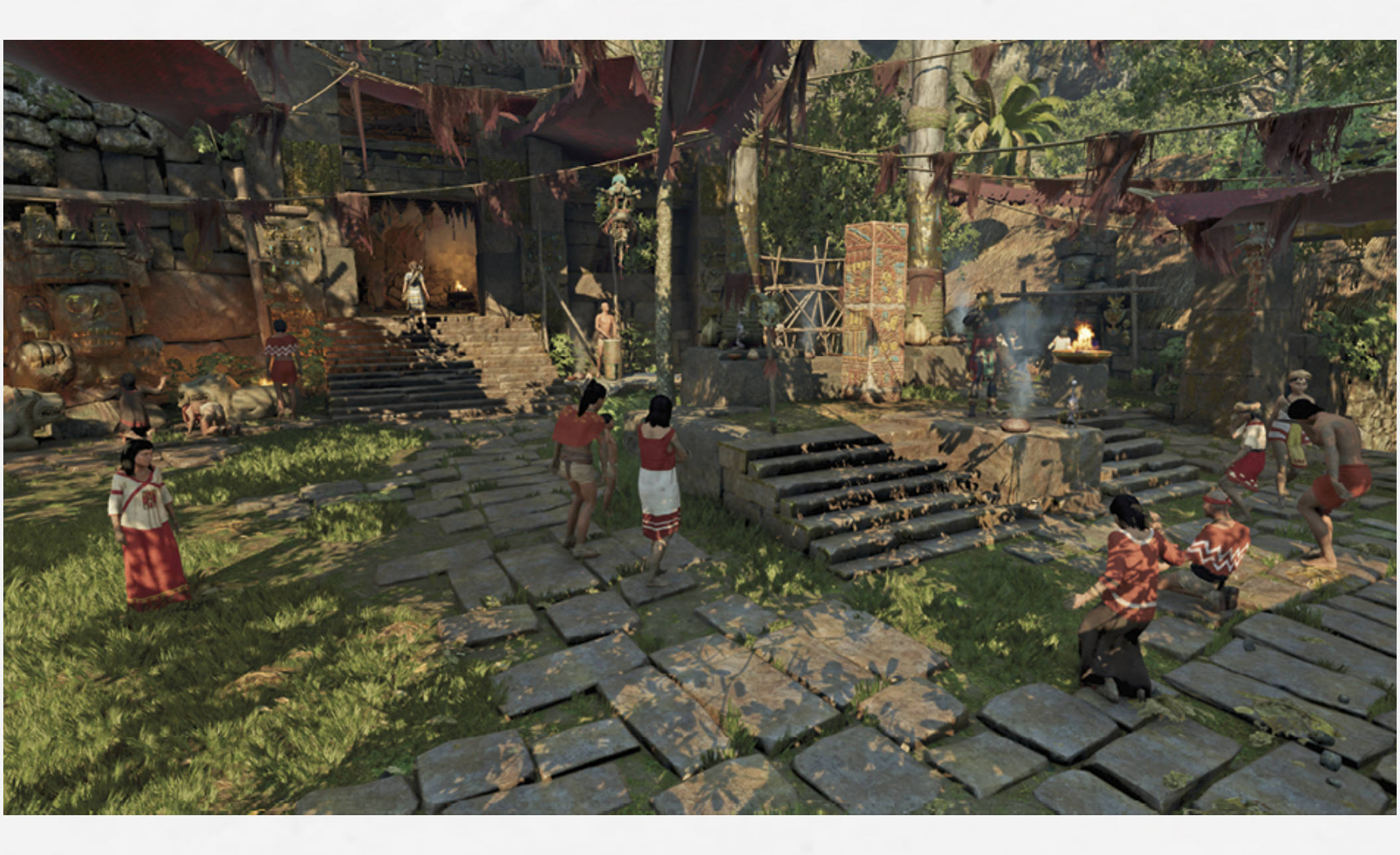
① SKILL OF THE PLAYER - DICE WITH THE DEAD

MISSION GIVER: TAKIY
MAIN OBJECTIVE: RETRIEVE A CHILD'S LOST TOY
REWARD: —

After meeting Unuratu at the Market District, return to the lower bridge to find Takiy, a young boy who has lost his dice to a man known as Pisco the Dead. You must find this man and retrieve the child's lost toy.



Not far from your meeting point with Etzli, a congregation of villagers gathers around a monolith. Find Pisco the Dead in the building behind the monolith. He offers to return the dice if you speak with five Outcasts around the village. This begins the next step in the side mission.

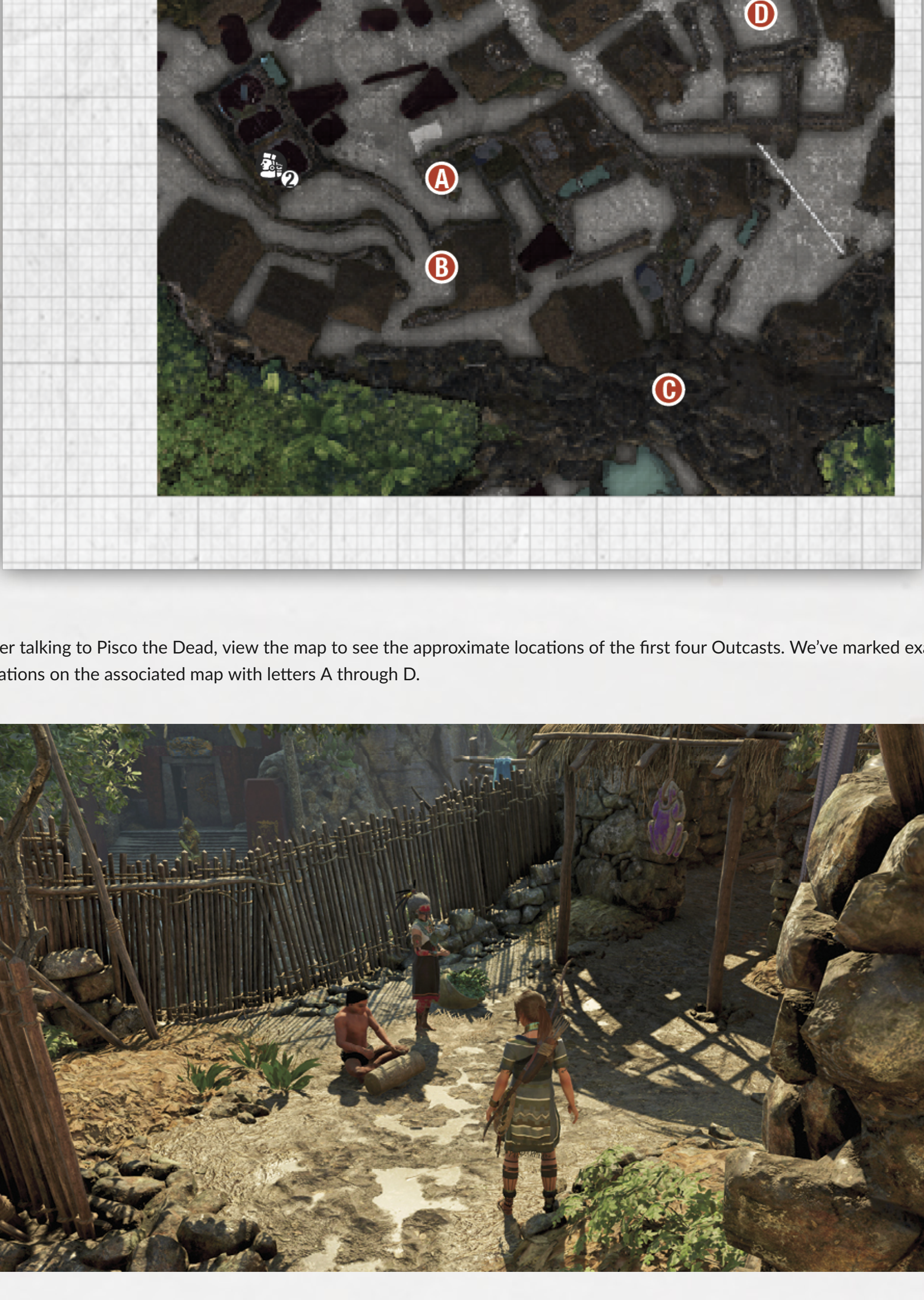


SERPENT GUARD OUTFIT NOT ALLOWED

On your return to Paititi later in the game, you're provided a special outfit in order to proceed in the story. Pisco the Dead won't speak to you when you're in this outfit, so switch to the Blue Heron Tunic before talking to him.

Refer to the following side mission for details on the five Outcasts. After talking to all five Outcasts, return to Pisco the Dead to get the dice. Speak with Takiy to complete the part of the side mission.

2. SKILL OF THE PLAYER - CAST OUT



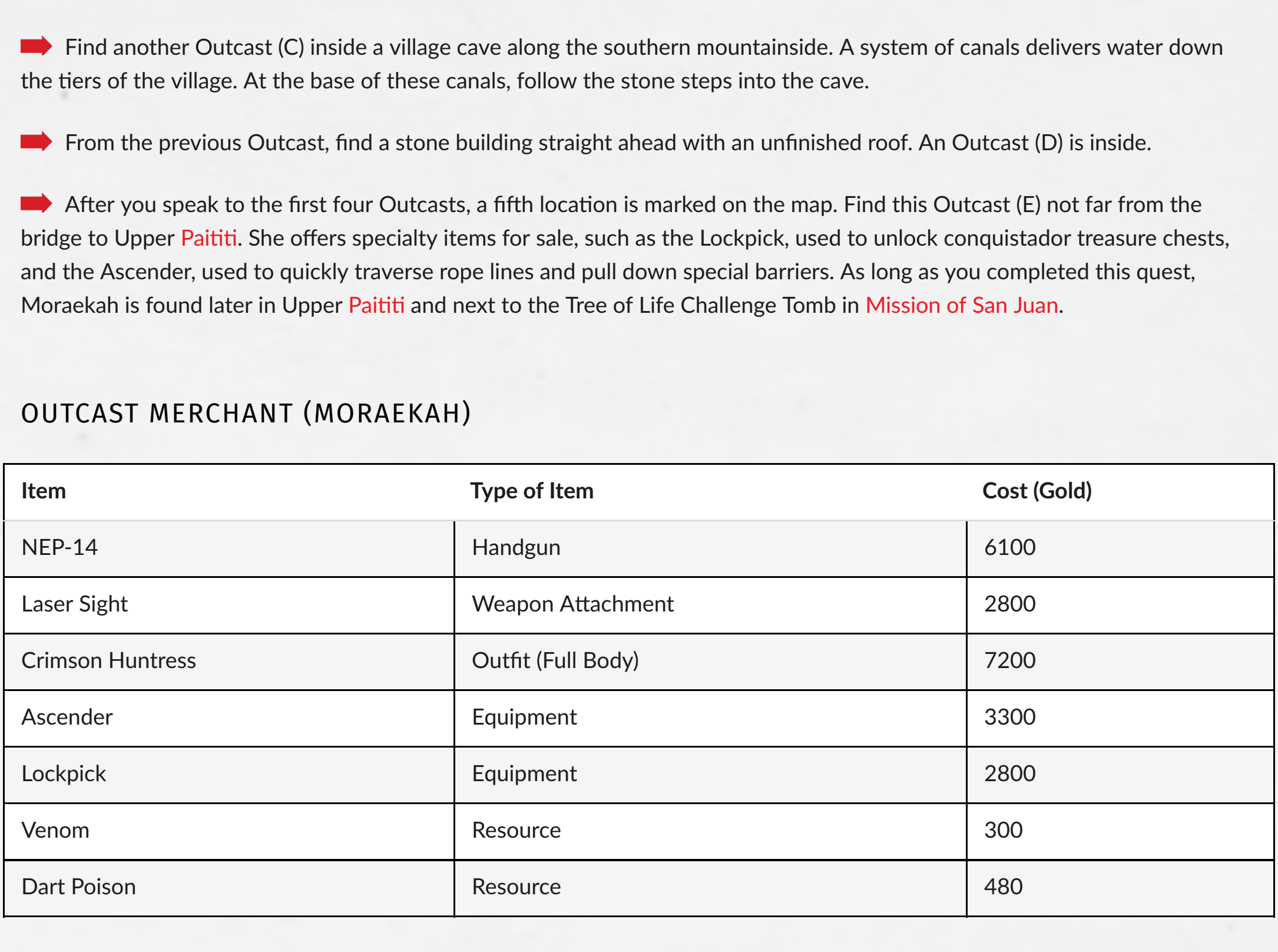
② SKILL OF THE PLAYER - CAST OUT

MISSION GIVER: PISCO THE DEAD

MAIN OBJECTIVE: FIND AND SPEAK TO THE FIVE OUTCASTS AROUND PAITITI

REWARD: UNLOCKS SPECIAL MERCHANT

After talking to Pisco the Dead, view the map to see the approximate locations of the first four Outcasts. We've marked exact locations on the associated map with letters A through D.



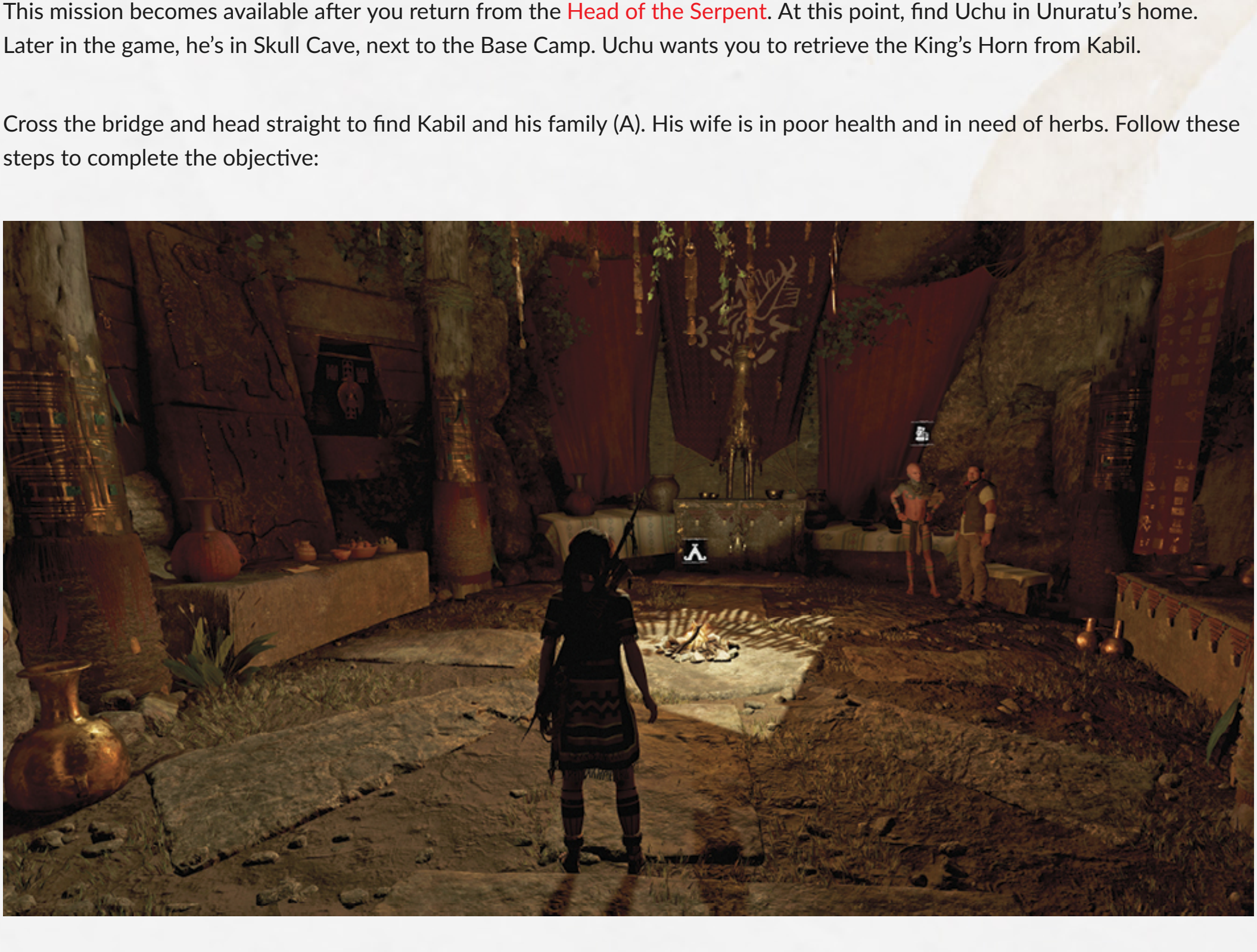
- From Pisco, turn right and climb the steps ahead to find the first Outcast (A).
- The second Outcast (B) stands on a plateau that overlooks the first Outcast.
- Find another Outcast (C) inside a village cave along the southern mountainside. A system of canals delivers water down the tiers of the village. At the base of these canals, follow the stone steps into the cave.
- From the previous Outcast, find a stone building straight ahead with an unfinished roof. An Outcast (D) is inside.
- After you speak to the first four Outcasts, a fifth location is marked on the map. Find this Outcast (E) not far from the bridge to Upper Paititi. She offers specialty items for sale, such as the Lockpick, used to unlock conquistador treasure chests, and the Ascender, used to quickly traverse rope lines and pull down special barriers. As long as you completed this quest, Moraekah is found later in Upper Paititi and next to the Tree of Life Challenge Tomb in Mission of San Juan.

OUTCAST MERCHANT (MORAEKAH)

Item	Type of Item	Cost (Gold)
NEP-14	Handgun	6100
Laser Sight	Weapon Attachment	2800
Crimson Huntress	Outfit (Full Body)	7200
Ascender	Equipment	3300
Lockpick	Equipment	2800
Venom	Resource	300
Dart Poison	Resource	480

This completes the side mission. Return to Pisco the Dead. Notice a treasure chest in the same building. If you purchased the Lockpick from Moraekah, loot the container. Several chests are hidden throughout Cozumel and Peru.

3. DRAW WEIGHT HEAVILY - THE KING'S HORN

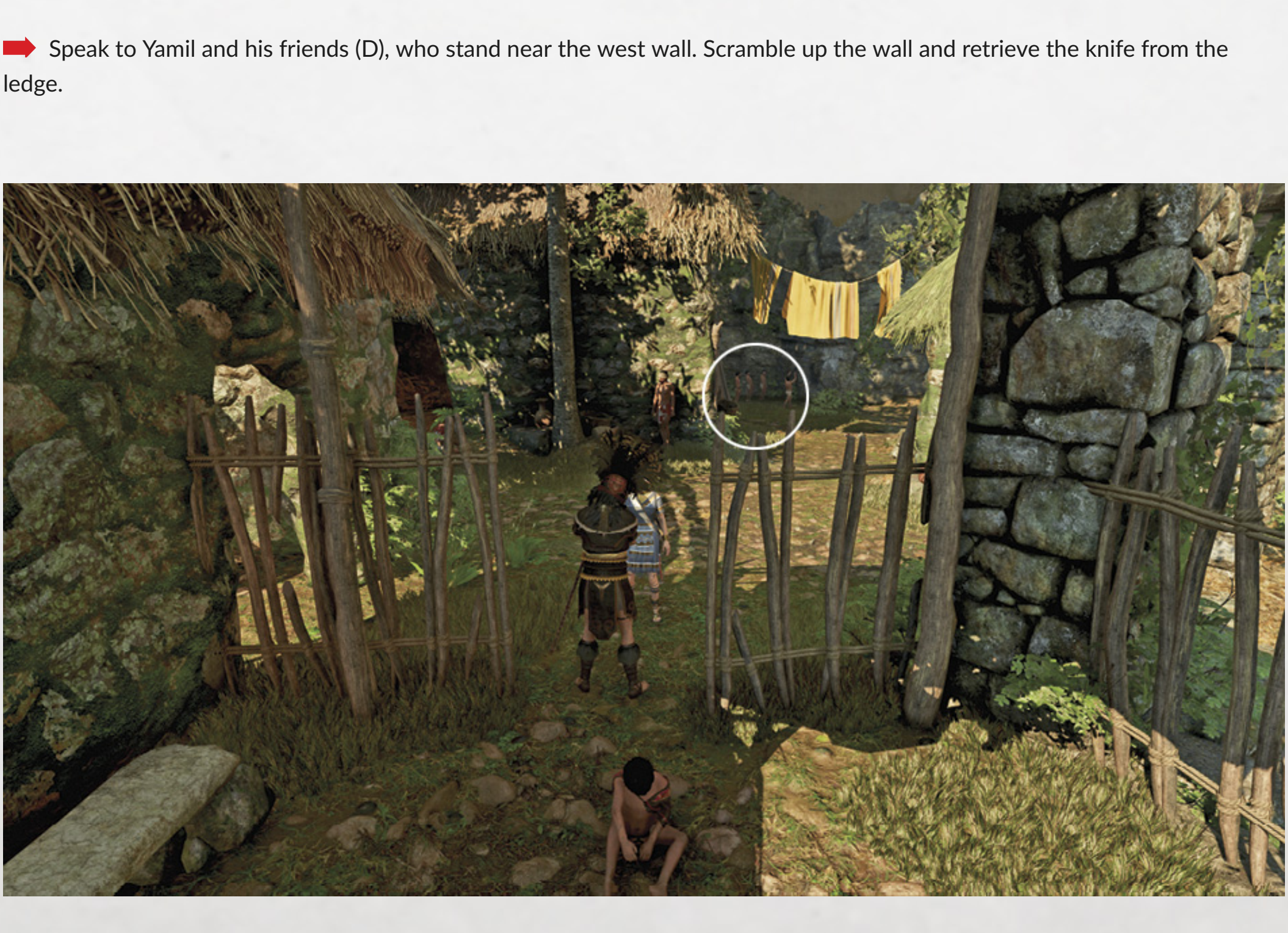


MISSION GIVER: UCHU
MAIN OBJECTIVE: RETRIEVE THE KING'S HORN
REWARD: 350 GOLD COINS

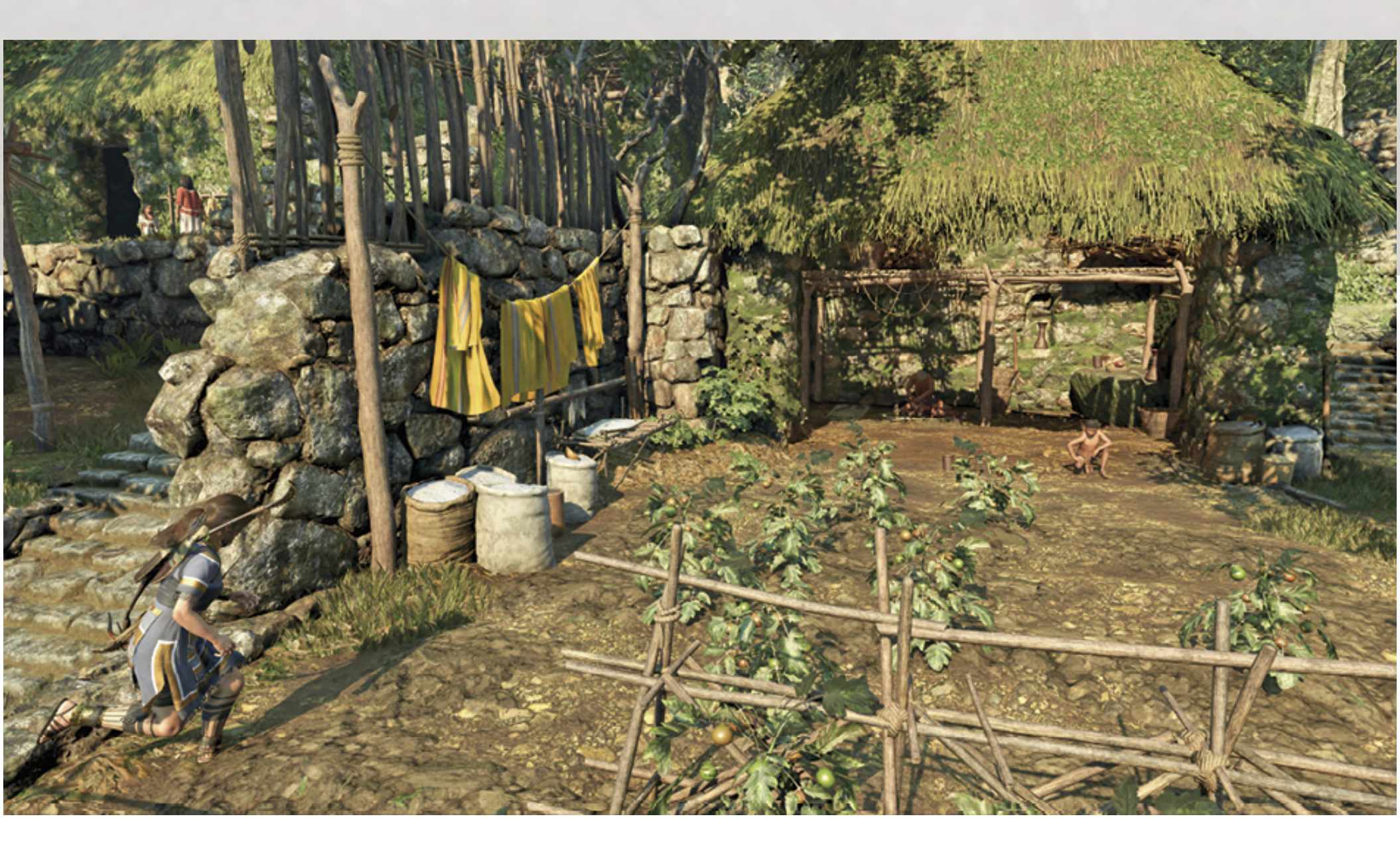
③ DRAW WEIGHT HEAVILY - THE KING'S HORN

This mission becomes available after you return from the Head of the Serpent. At this point, find Uchu in Unuratu's home. Later in the game, he's in Skull Cave, next to the Base Camp. Uchu wants you to retrieve the King's Horn from Kabil.

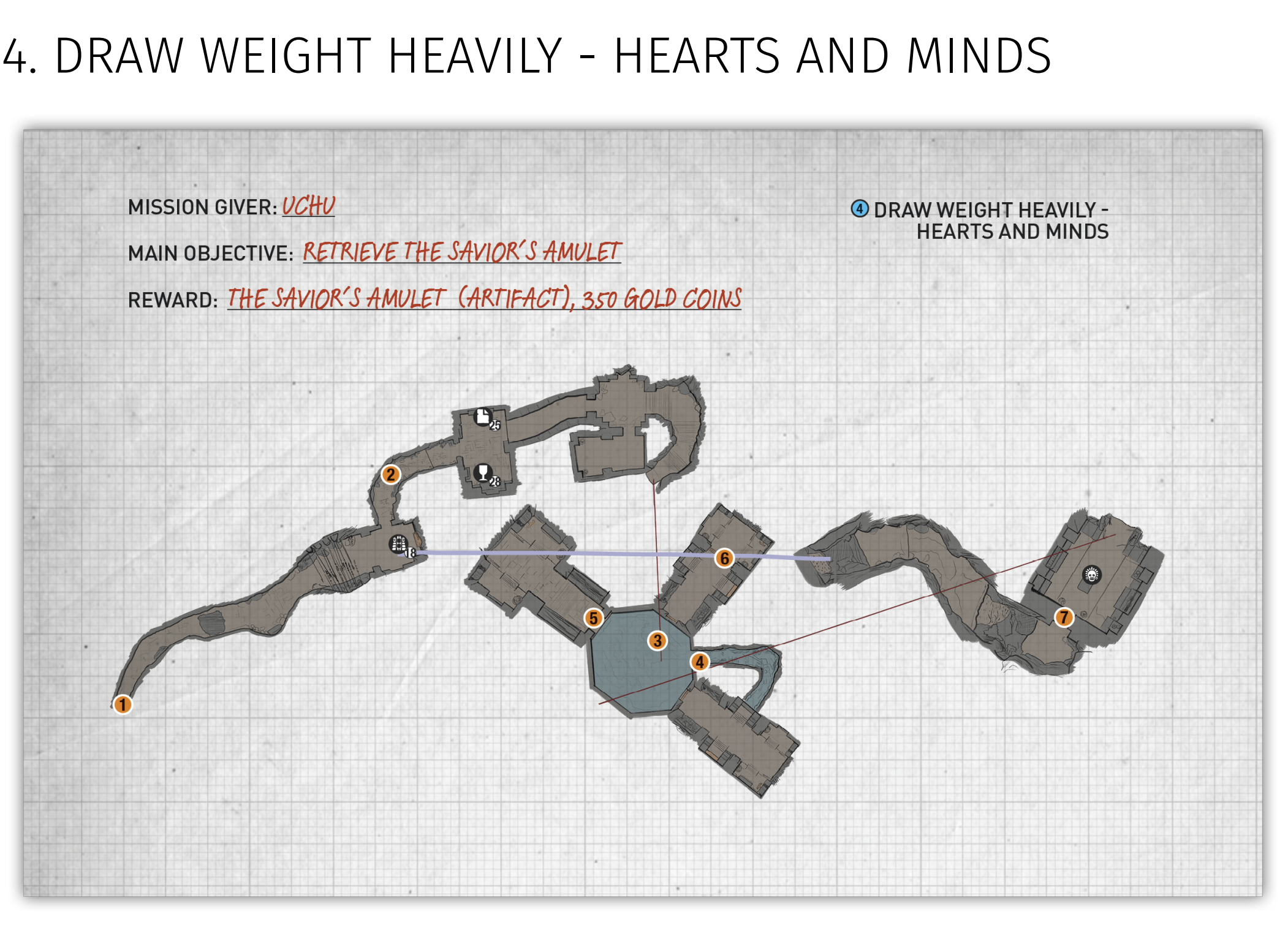
Cross the bridge and head straight to find Kabil and his family (A). His wife is in poor health and in need of herbs. Follow these steps to complete the objective:



- Run toward the market and talk to the woman (B) next to the entrance.
- Climb the steps across from the market all the way to the top, and talk to the serpent guard (C) on the left.
- Speak to Yamil and his friends (D), who stand near the west wall. Scramble up the wall and retrieve the knife from the ledge.

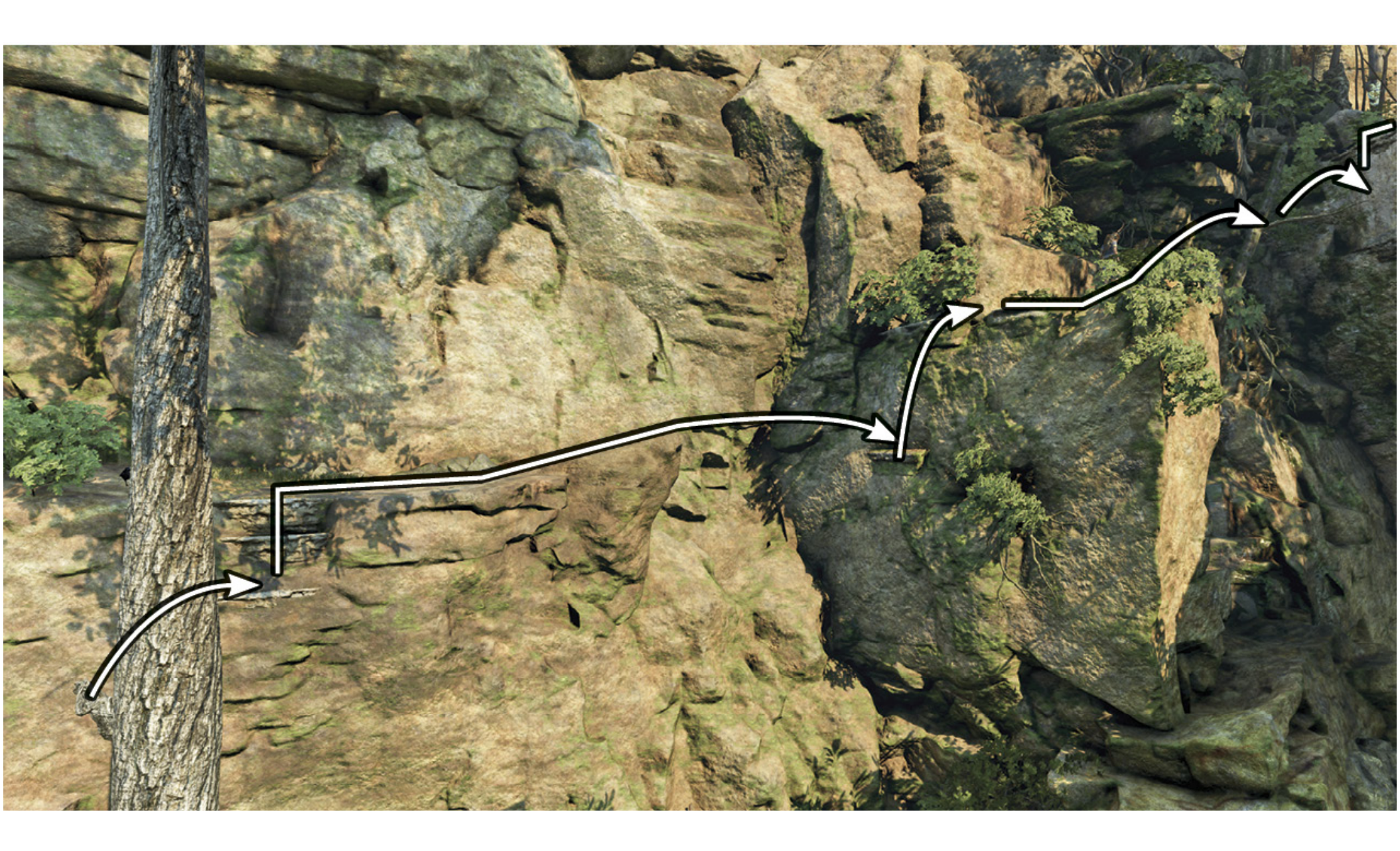


- Speak to Yamil again. The boys distract the guard. Once he's out of the way, talk to Cualli in the cell to get the herbs.
- Deliver the herbs to Kabil to retrieve the King's Horn.



- Return to Uchu in Unuratu's home or Skull Cave to complete this step and begin the next step in the side mission, "Draw Weight Heavily - Hearts and Minds."

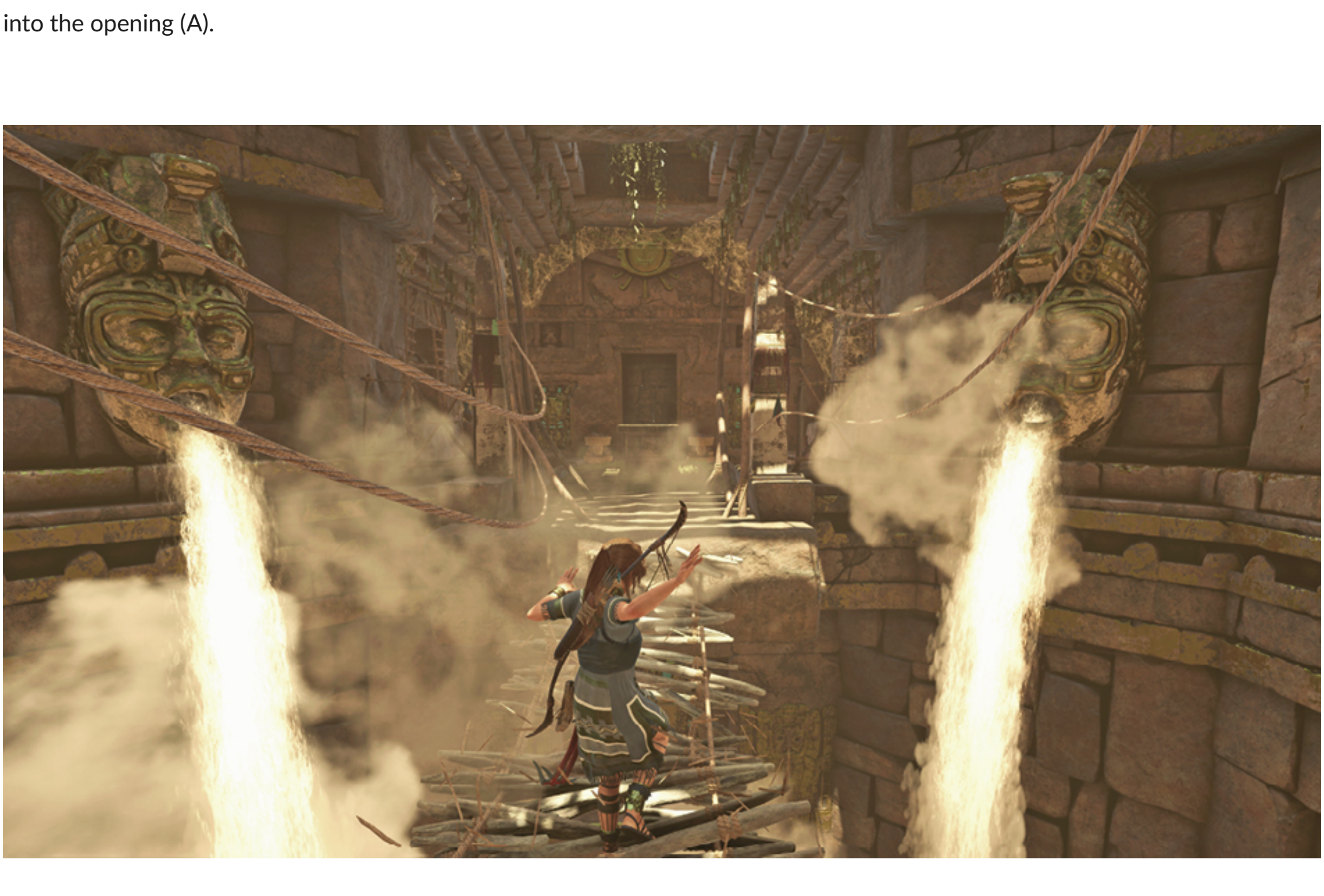
4. DRAW WEIGHT HEAVILY - HEARTS AND MINDS



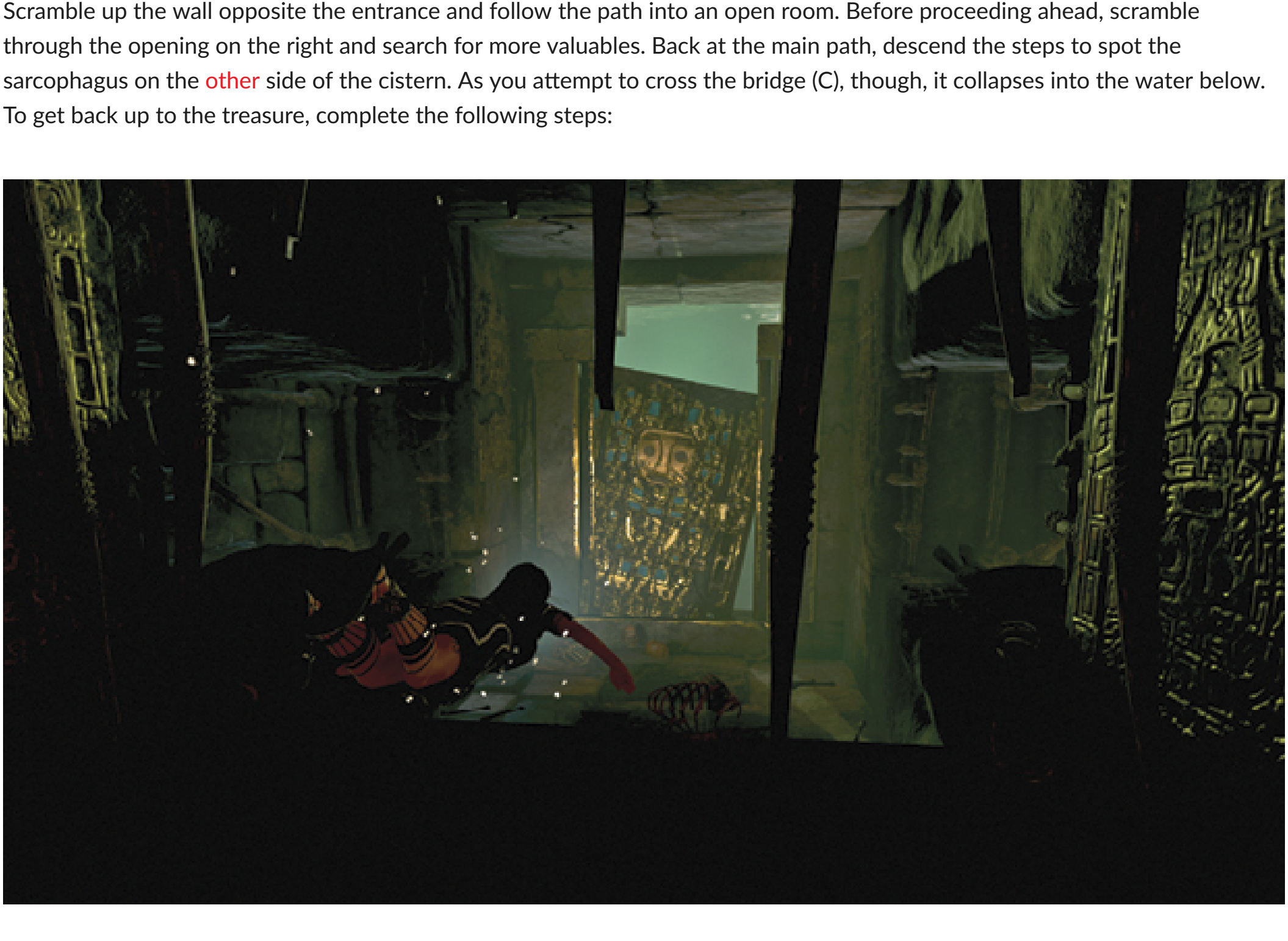
MISSION GIVER: UCHU
MAIN OBJECTIVE: RETRIEVE THE SAVIOR'S AMULET
REWARD: THE SAVIOR'S AMULET (ARTIFACT), 350 GOLD COINS

④ DRAW WEIGHT HEAVILY - HEARTS AND MINDS

After retrieving the King's Horn, Lara offers to help find Quenti and the Savior's Amulet. This requires finding and exploring the cistern on the far side of the village. Start out by finding the white tree near the Fishing District Base Camp.

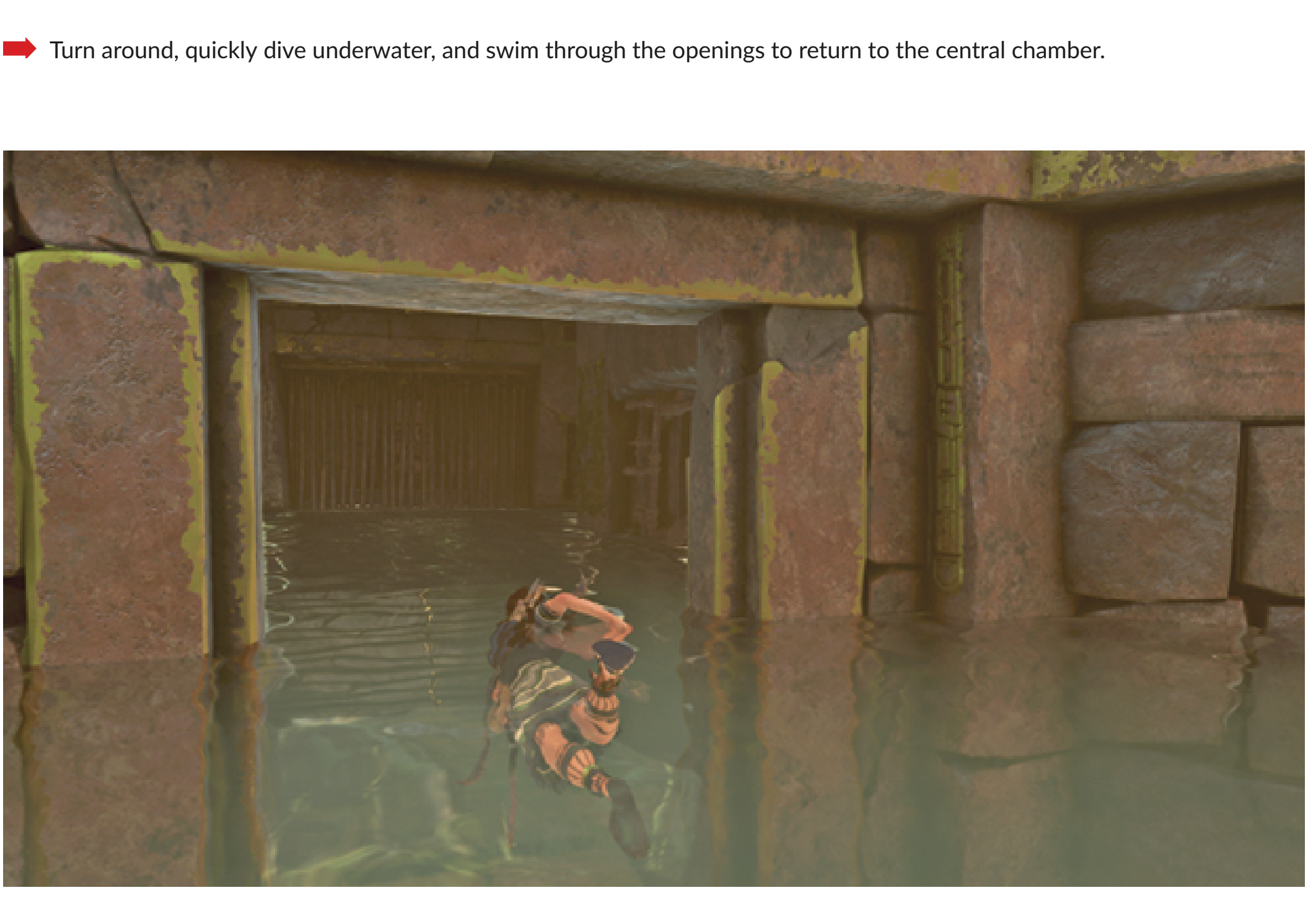


- Climb the tree, hop over to the cliff, and climb onto the ledge.
- Run right, leap to the next ledge, and climb up to the landing.
- Jump off the protruding rock ahead, swing over to the cliff face, and scramble up to find the cave entrance. Wall-scramble into the opening (A).

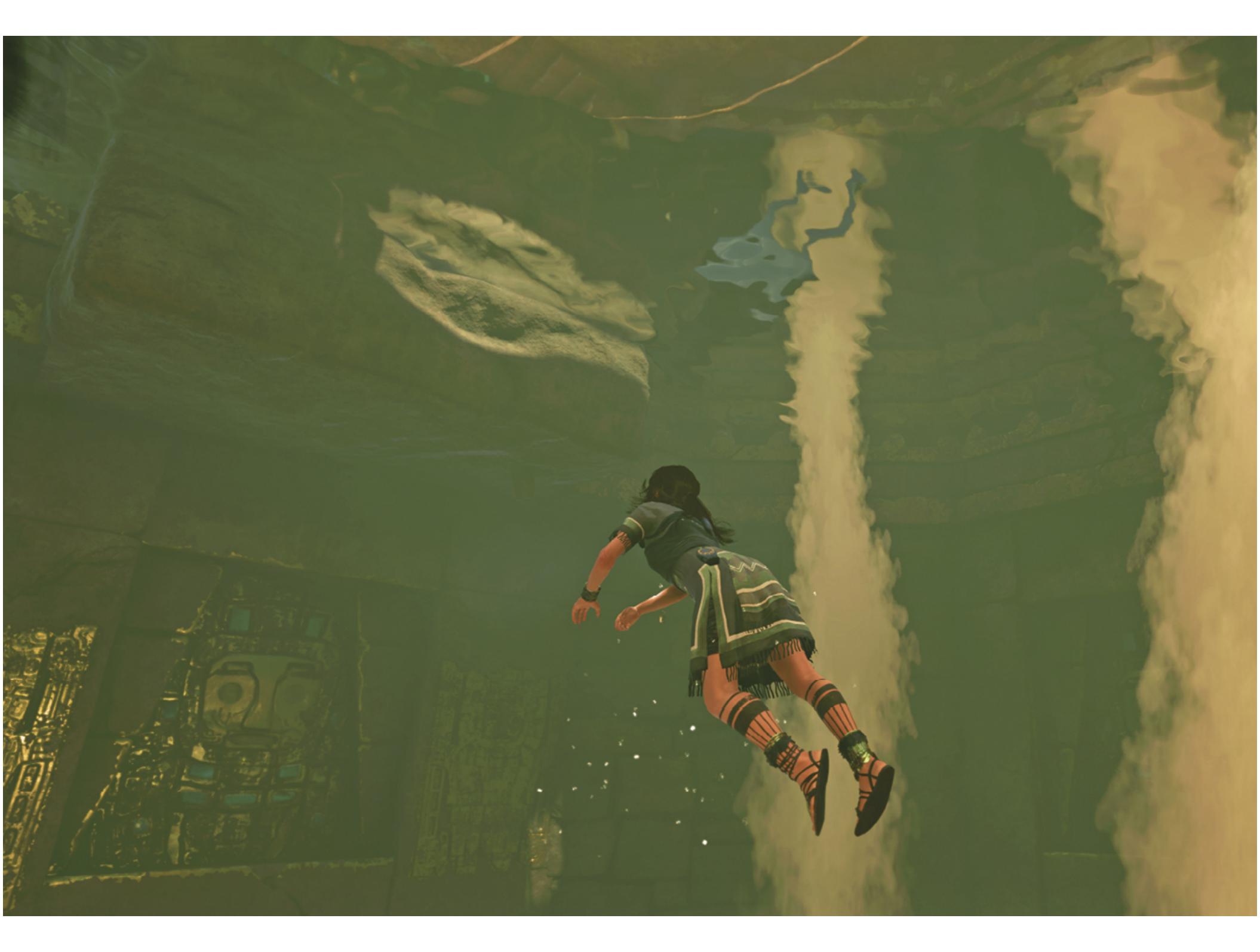


Move deeper inside the cave—hop over the hole in the ground. At the dead end, bust through the weak wall on the left. Disable the two spear traps (B) in the next corridor, and search the chamber beyond.

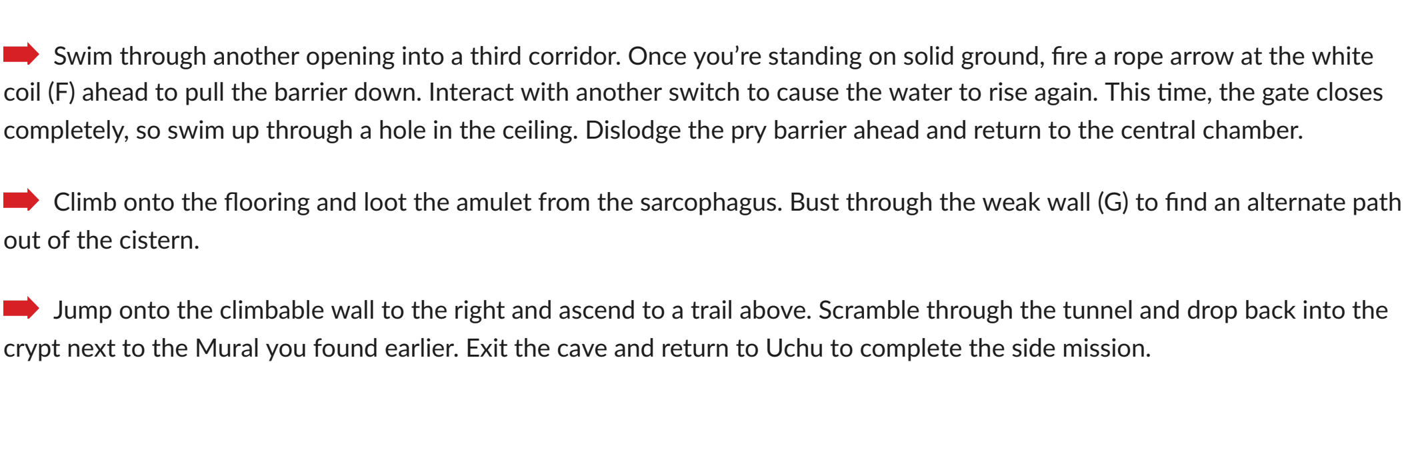
Scramble up the wall opposite the entrance and follow the path into an open room. Before proceeding ahead, scramble through the opening on the right and search for more valuables. Back at the main path, descend the steps to spot the sarcophagus on the other side of the cistern. As you attempt to cross the bridge (C), though, it collapses into the water below. To get back up to the treasure, complete the following steps:



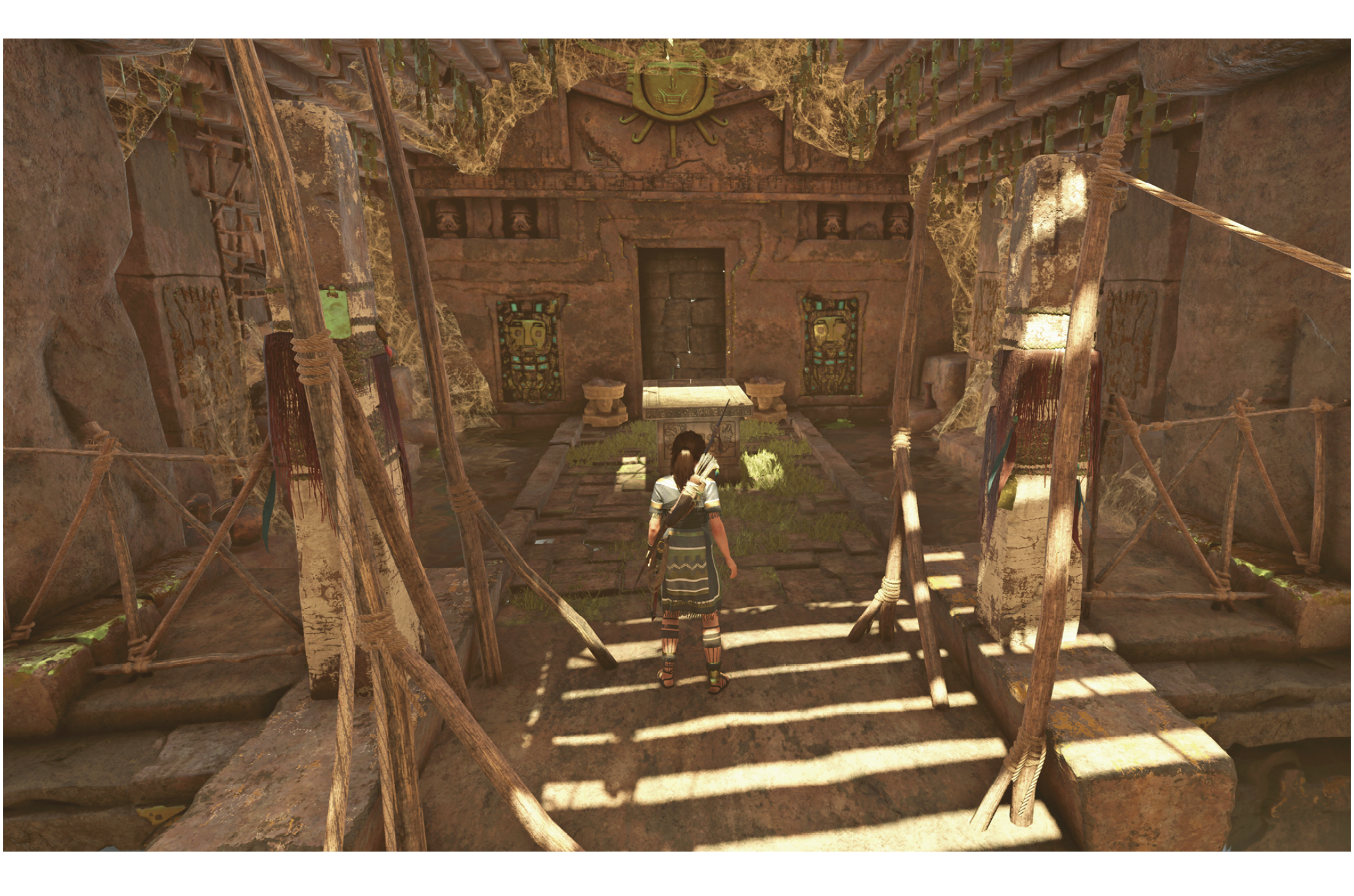
- Dive underwater, swim through the tunnel (D) on the left, and surface just outside a corridor.
- Climb inside, head left, and interact with the switch on the right to cause the water level to rise.
- Turn around, quickly dive underwater, and swim through the openings to return to the central chamber.



- Surface and swim through the opening (E) ahead to find another corridor similar to the previous one. Push the switch in, turn around, and quickly swim under the gate.



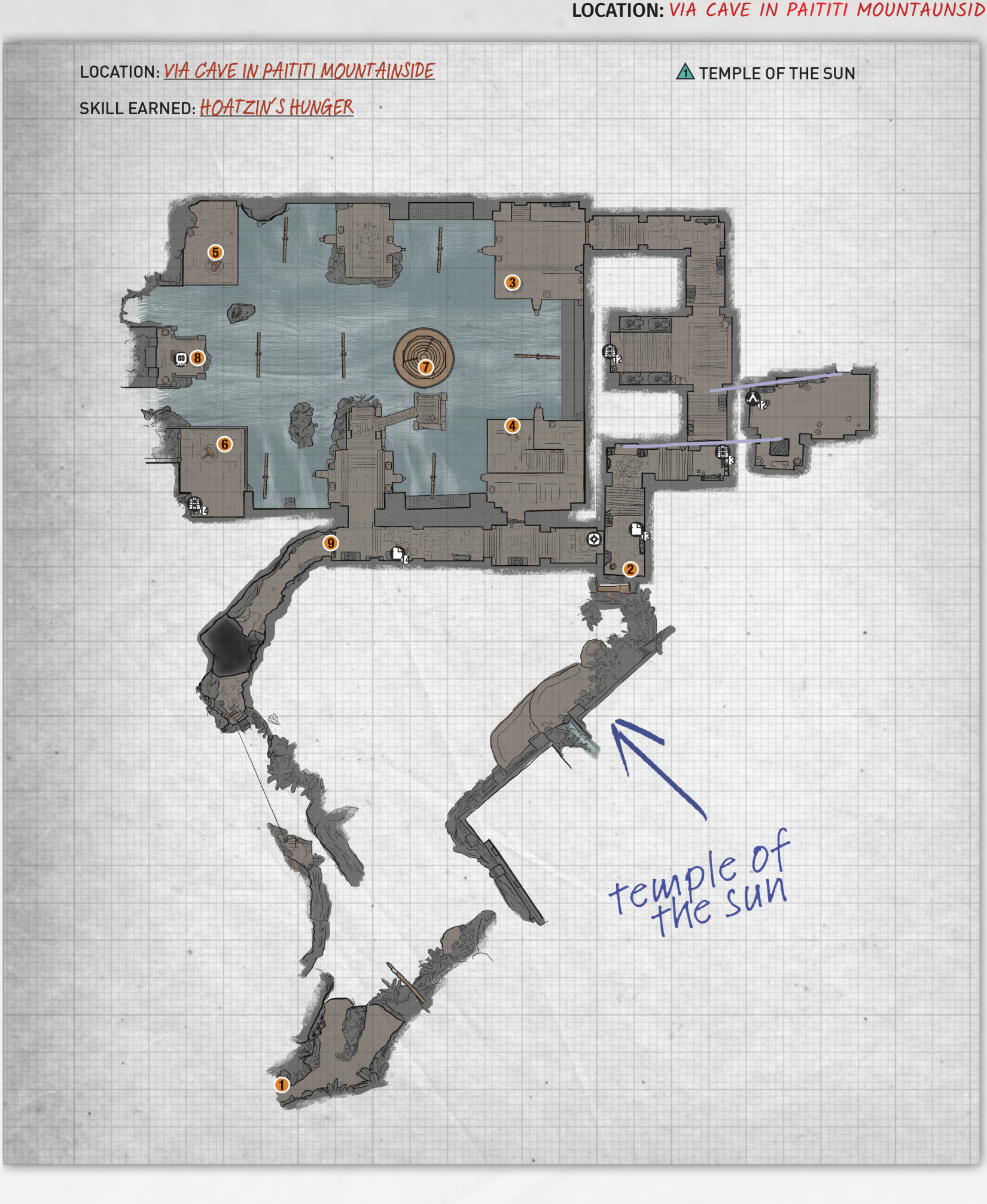
- Swim through another opening into a third corridor. Once you're standing on solid ground, fire a rope arrow at the white coil (F) ahead to pull the barrier down. Interact with another switch to cause the water to rise again. This time, the gate closes completely, so swim up through a hole in the ceiling. Dislodge the pry barrier ahead and return to the central chamber.
- Climb onto the flooring and loot the amulet from the sarcophagus. Bust through the weak wall (G) to find an alternate path out of the cistern.
- Jump onto the climbable wall to the right and ascend to a trail above. Scramble through the tunnel and drop back into the crypt next to the Mural you found earlier. Exit the cave and return to Uchu to complete the side mission.



Chapter 4: Hidden city

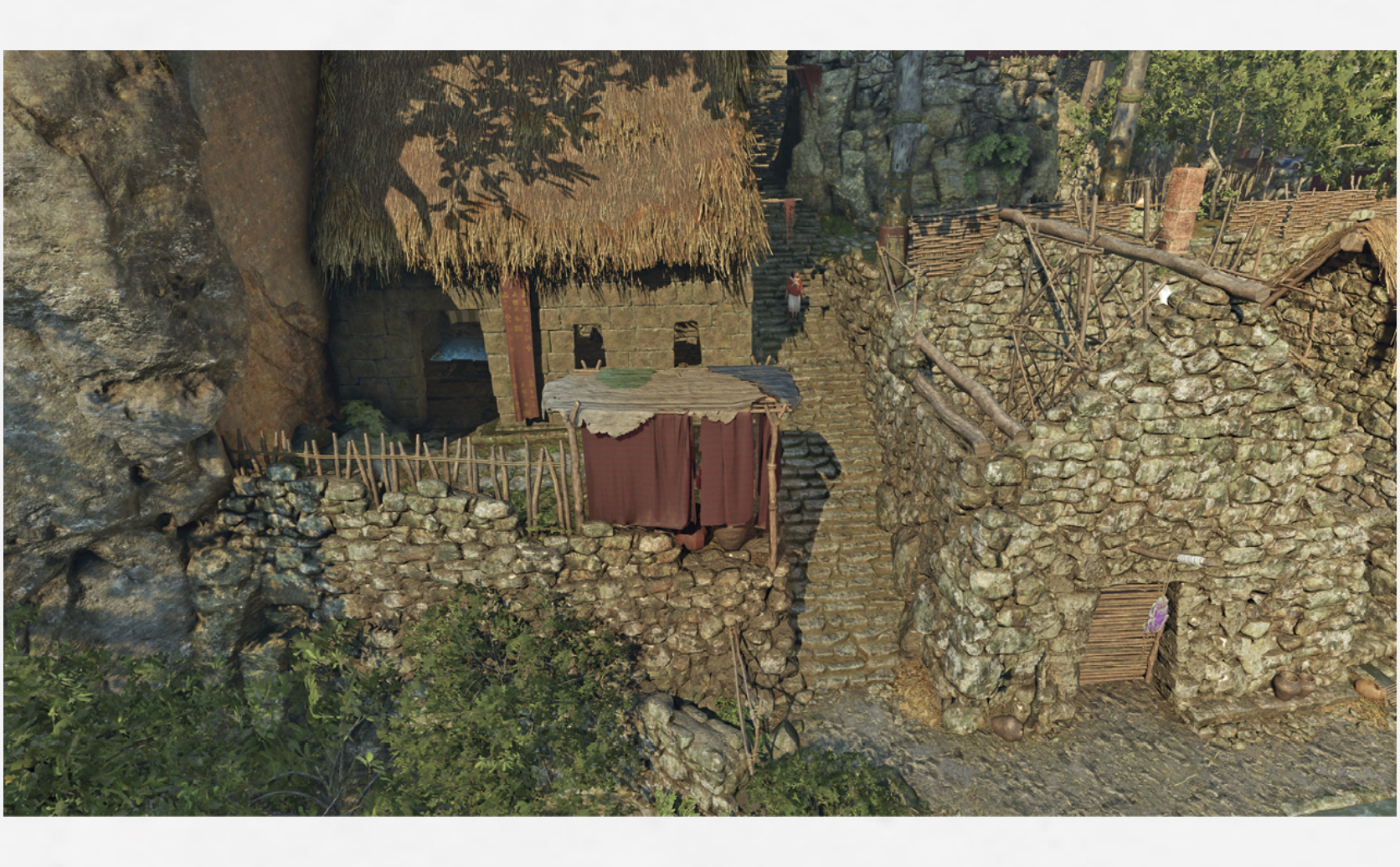
Hidden City - Challenge Tombs

LOCATION: VIA CAVE IN PAITITI MOUNTAUNSIDE

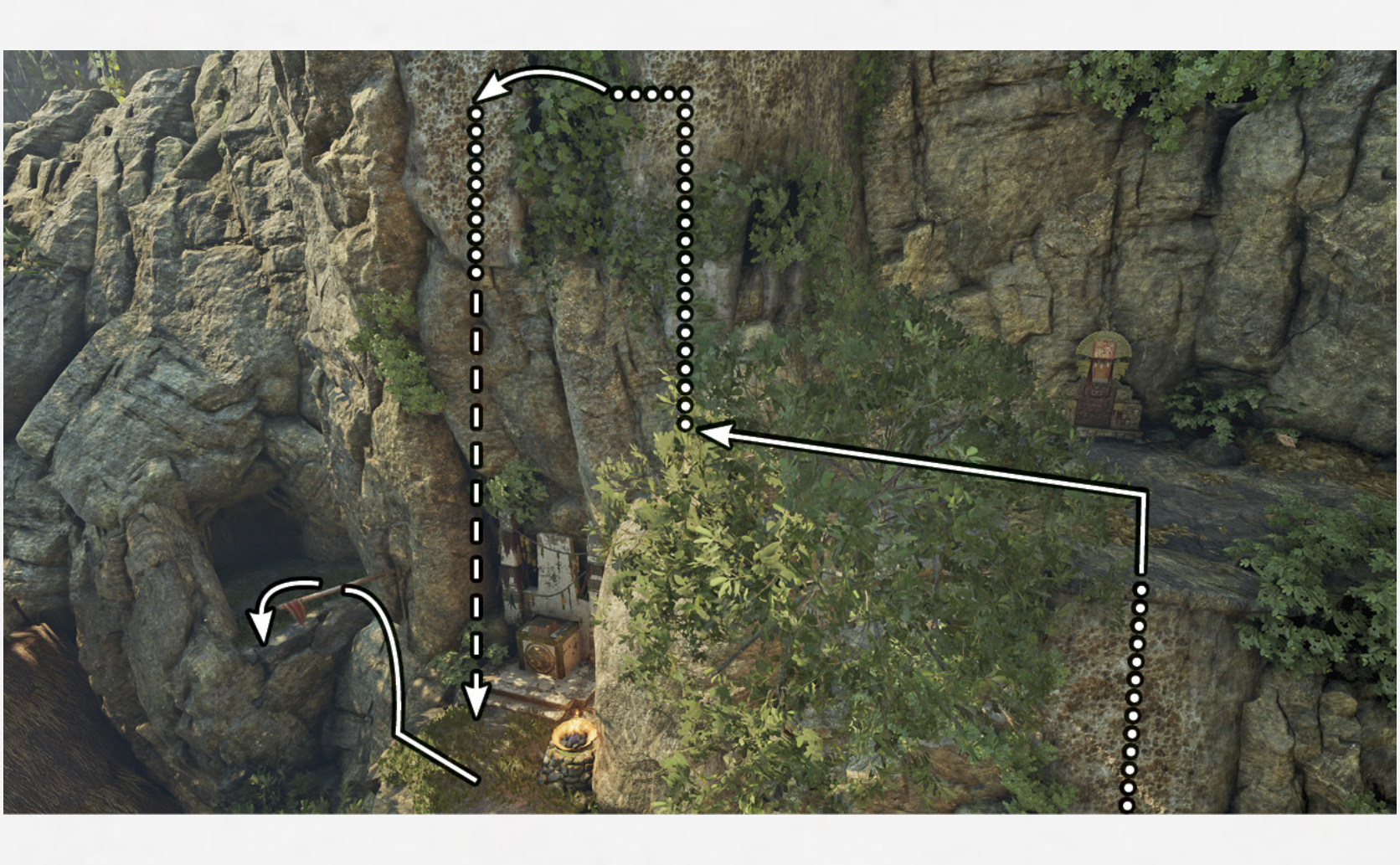

LOCATION: VIA CAVE IN PAITITI MOUNTAINSIDE
SKILL EARNED: HOATZIN'S HUNGER
TEMPLE OF THE SUN
1
2
3
4
5
6
7
8
9
temple of the sun

ACCESS THE CAVE IN THE MOUNTAINSIDE

You reach the Temple of the Sun via a cave in the mountainside, which is accessed through two entry points. Look for steps that run between two homes on the far south side, four tiers up from the water. Start up the stairs and step onto the stone platform on the left. Enter the house, dive into the water, and follow it into the cave.



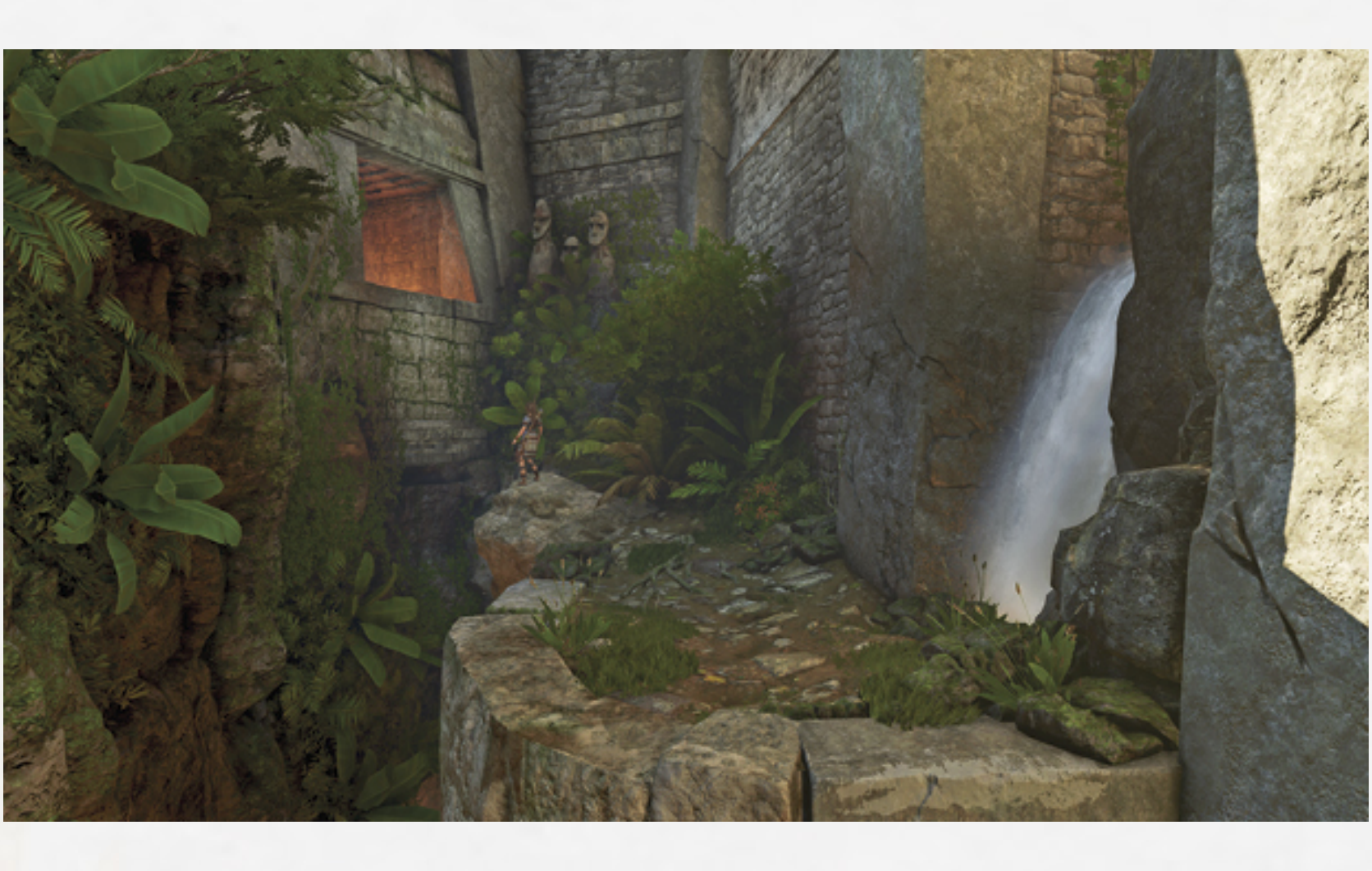
Or find the long stairs next to the mountainside and scramble up to the craggy surface near the upper cave opening. Ascend to the walkway and follow the path to the left and up another climbable wall. Move left, jump across the gap, then rappel down to an altar. Jump left, swing on the pole, and follow the tunnel into the cave.



ACCESS THE TOMB

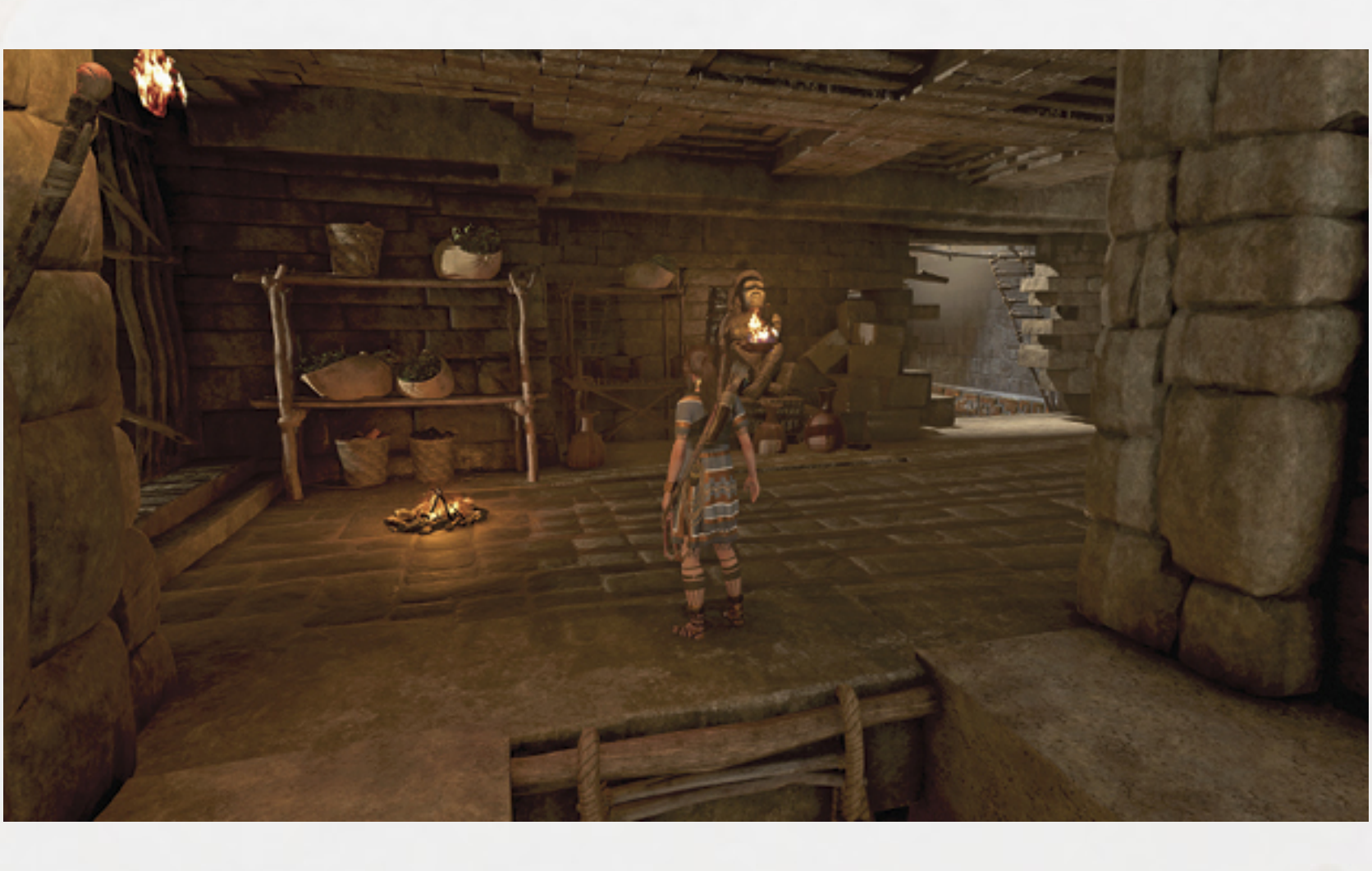
The Temple Path Base Camp is available on the right. Scramble and climb up the wall to reach the upper walkway, and remove the pry barrier to reach an outdoor trail (1).

- Use the Grapple Axe on the metal hook ahead, and grab on to the cliff face. Climb up to the narrow shelf, shimmy to the left, then leap to the perpendicular wall.
- Rappel down as far as you can go; wall-run right, then left; and jump to another narrow ledge.
- Climb down and left along the craggy surface. Jump up to the small ledge, then left to the shelf. Hop down to the left and scramble up the stone wall.
- Hop over to the side of the temple (2) and scramble inside.



THE TOMB BASE CAMP

A number of collectibles and resources are found throughout the corridors of the temple, so spend some time exploring the place. At the far wall, scramble up to the ladder and climb up to the Temple of the Sun Base Camp. Around the next corner, swing on the pole to reach a climbable wall. Rappel down to the lower level, head up the steps, and crawl through the opening to reach the main chamber.



LOWER THE CENTRAL PAVILION

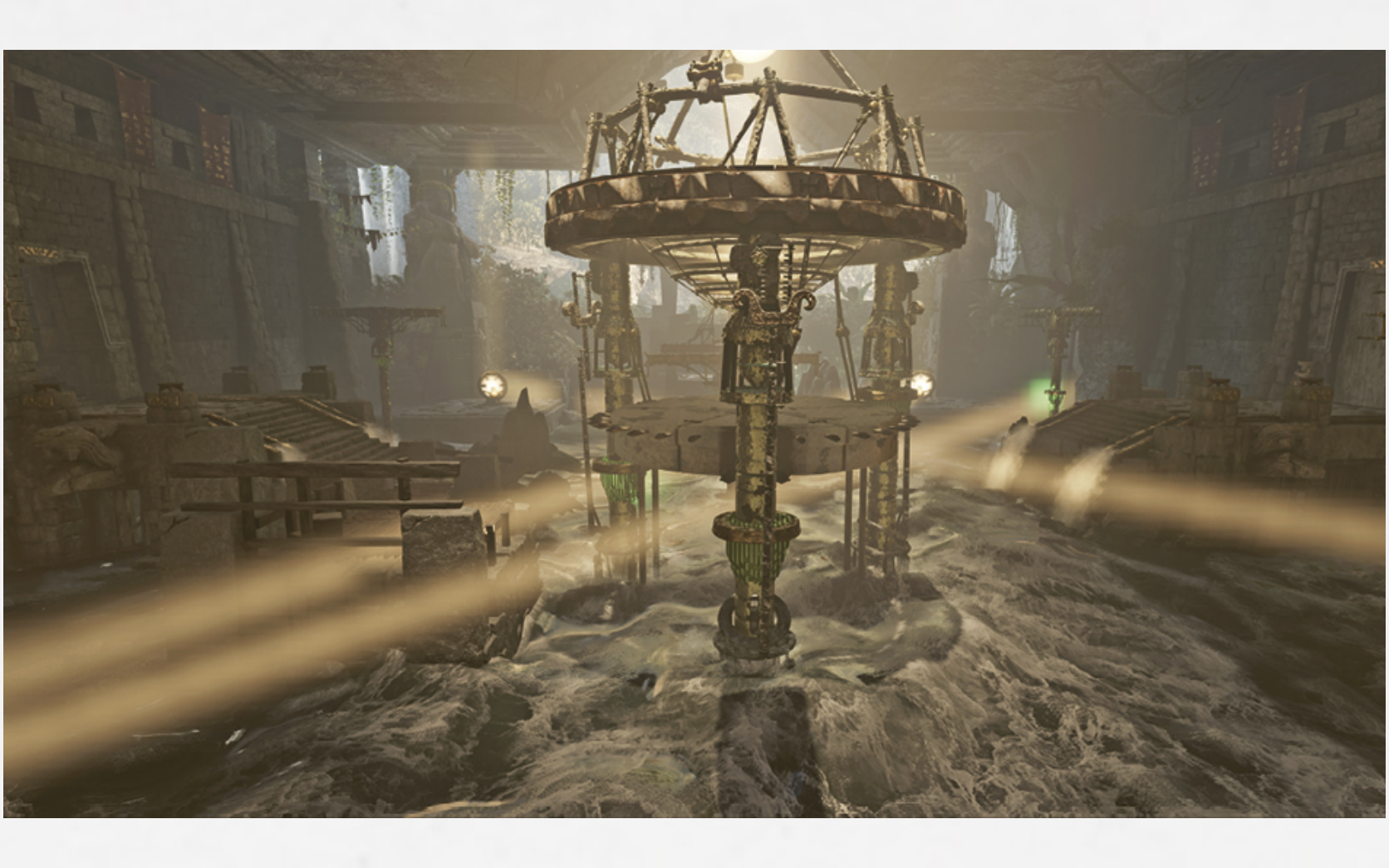
The central pavilion stands in the middle of the tomb, surrounded by rushing water. You must get to that platform in order to reach the stele at the far end of the cavern. Fall into the water, and you restart at the previous checkpoint. Beams around the perimeter allow you to reach four mirrors and the stele, but they must be rotated in the correct direction. Directing light at a beam's sensor causes it to rotate 90 degrees.

Located at each corner, four mirrors reflect light in the direction in which they're facing. Currently, light from all four mirrors hits sensors on the pavilion, causing the platform to rise to its highest position. Each time a light is moved off the central pavilion, it lowers one notch. Move all four, and the platform can be accessed.

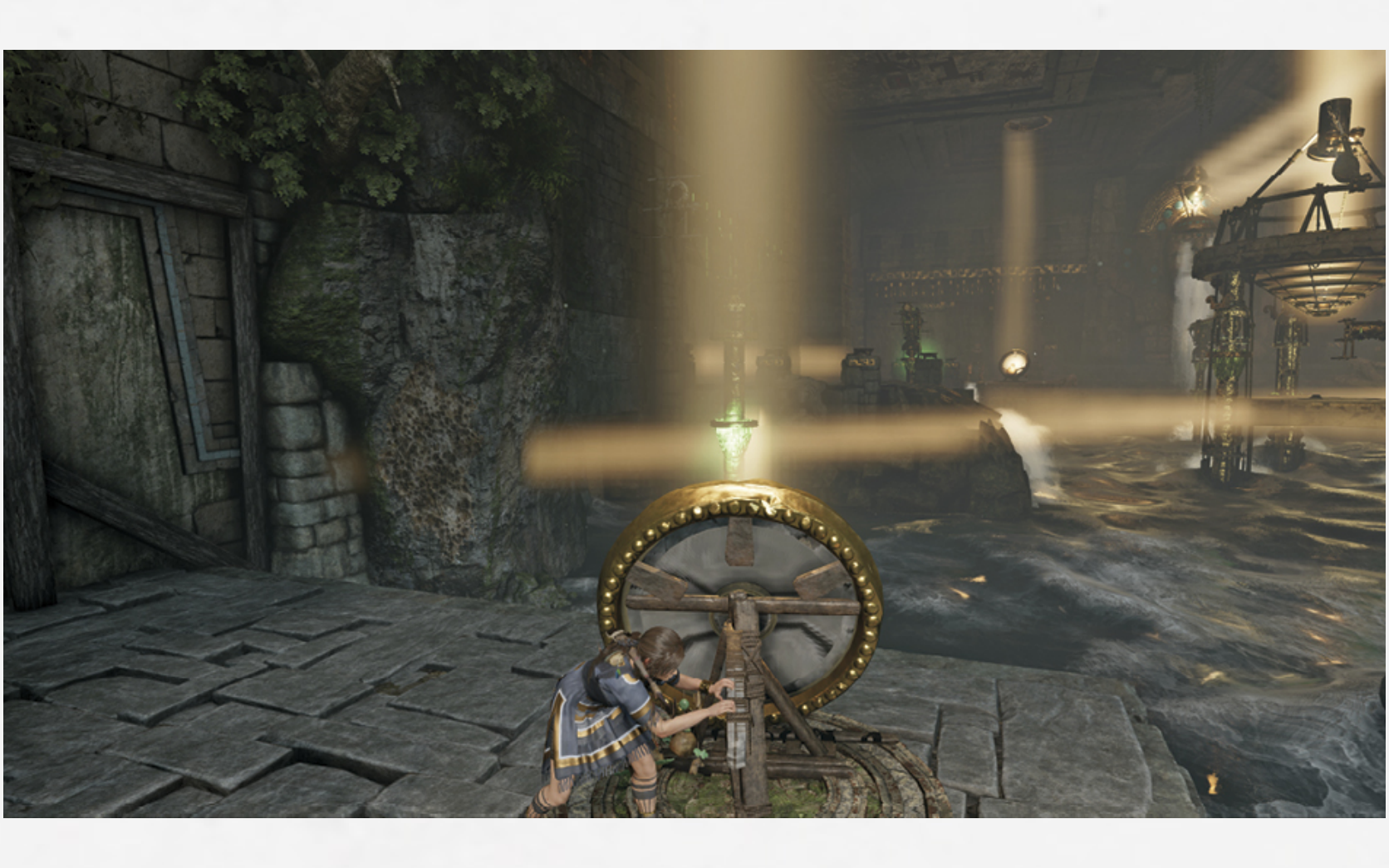
USE THE MIRRORS!

We've labeled Mirrors 1 through 4 on the corresponding map. Rotate them in the following order to lower the pavilion, access the platform, and learn a new Skill at the stele:

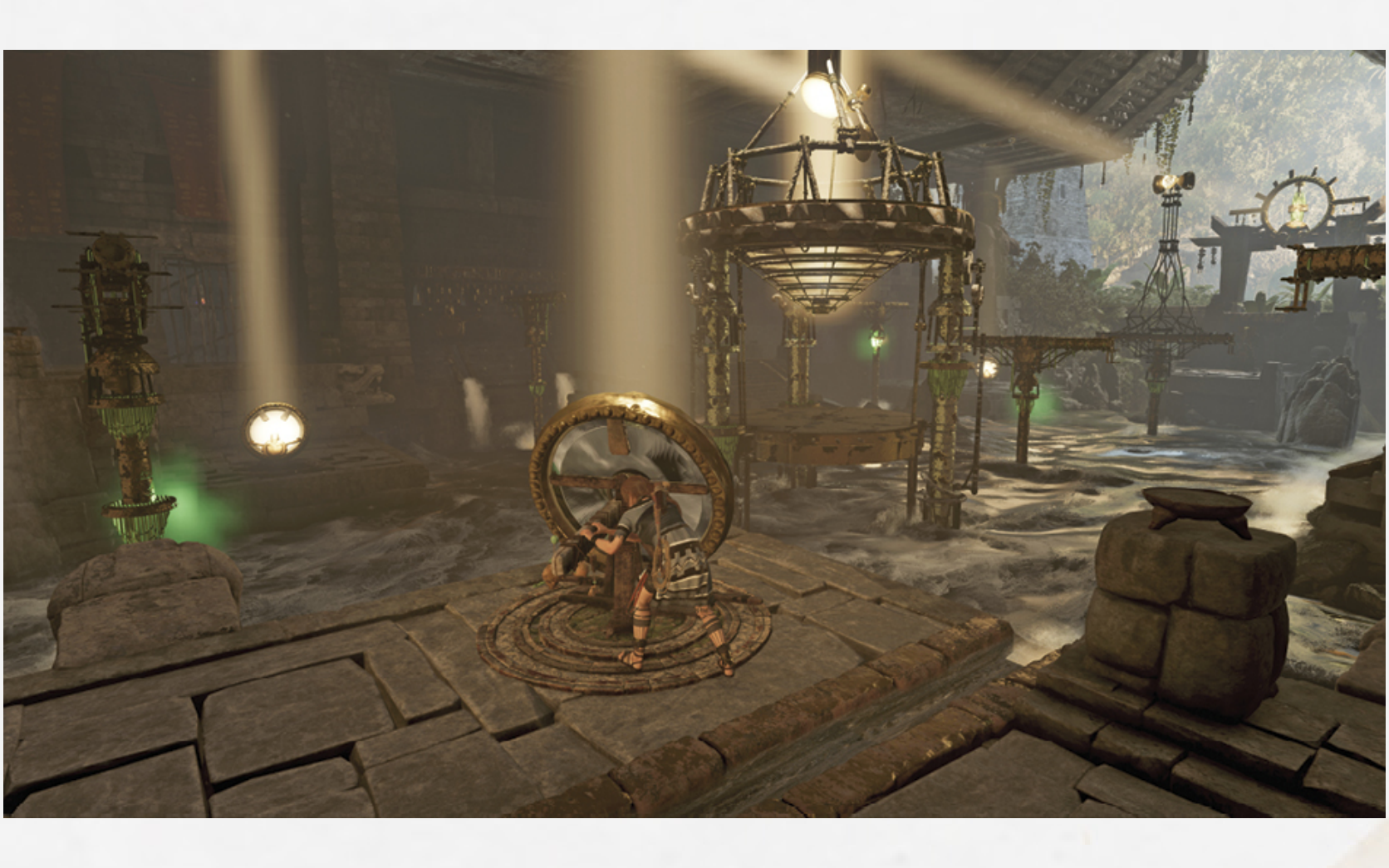
- Approach Mirror 1 (3) and shine the light at the left beam so that it rotates in your direction. Jump on and cross to Mirror 2 (4).
- Rotate Mirror 2 through the middle of the central pavilion and hit a sensor on the far beam. If you have trouble determining whether it's aimed correctly, aim your bow and zoom in for a better view. Cross back over to Mirror 1.



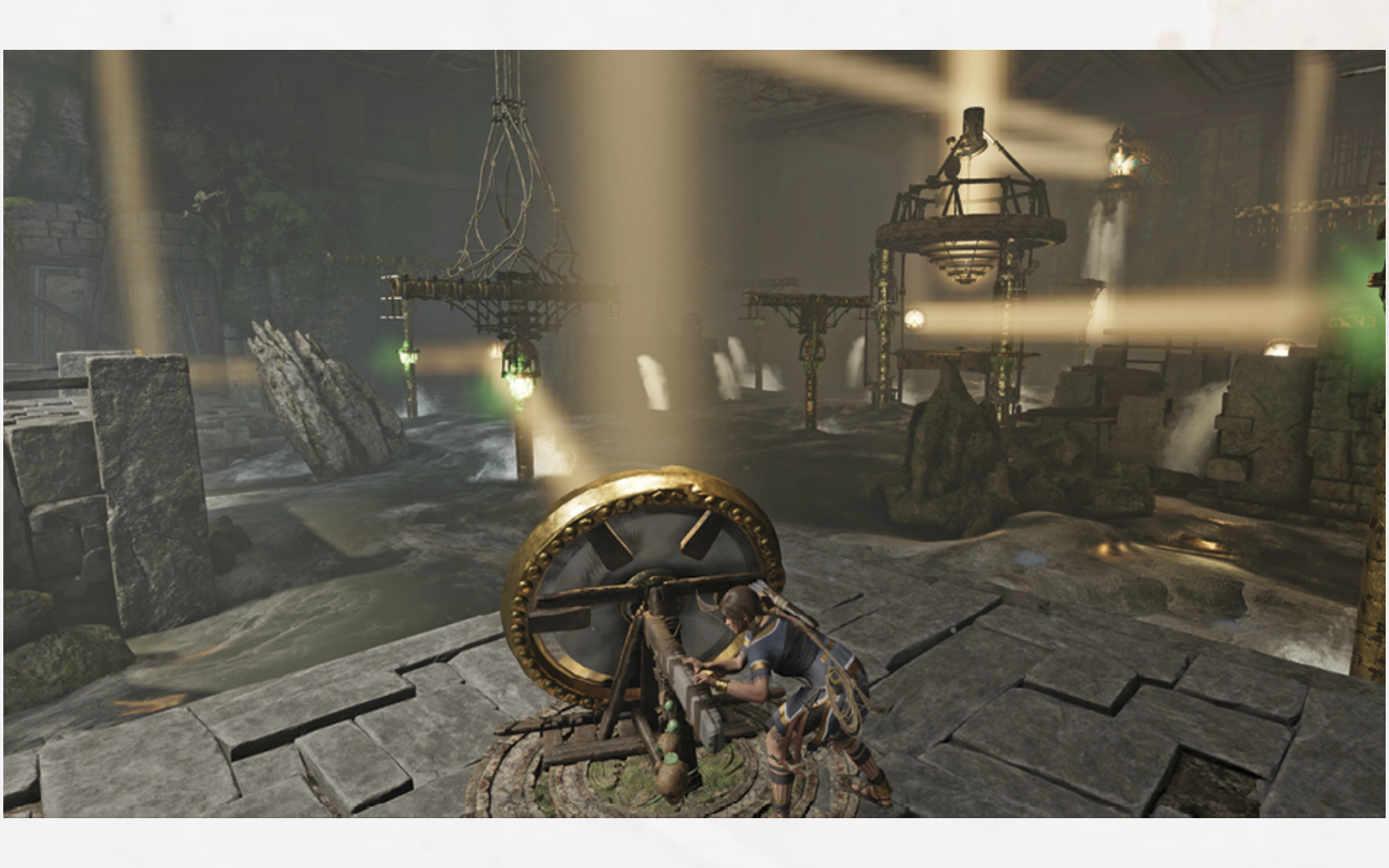
- Rotate Mirror 1 right until it turns the right beam, and cross to a middle platform. If Mirror 2 is set correctly, you can climb onto the next beam and swing to Mirror 3 (5).
- Rotate Mirror 3 left until it shines on the previous beam. Climb the craggy surface on the left and jump over to the beam. Return to Mirror 1.



- Rotate Mirror 1 to the left beam and cross over to Mirror 2.
- Rotate Mirror 2 right to the same beam as the light from Mirror 1 and return to Mirror 1.
- Rotate Mirror 1 through the middle of the pavilion so that it turns the beam before Mirror 4. Cross to Mirror 2.

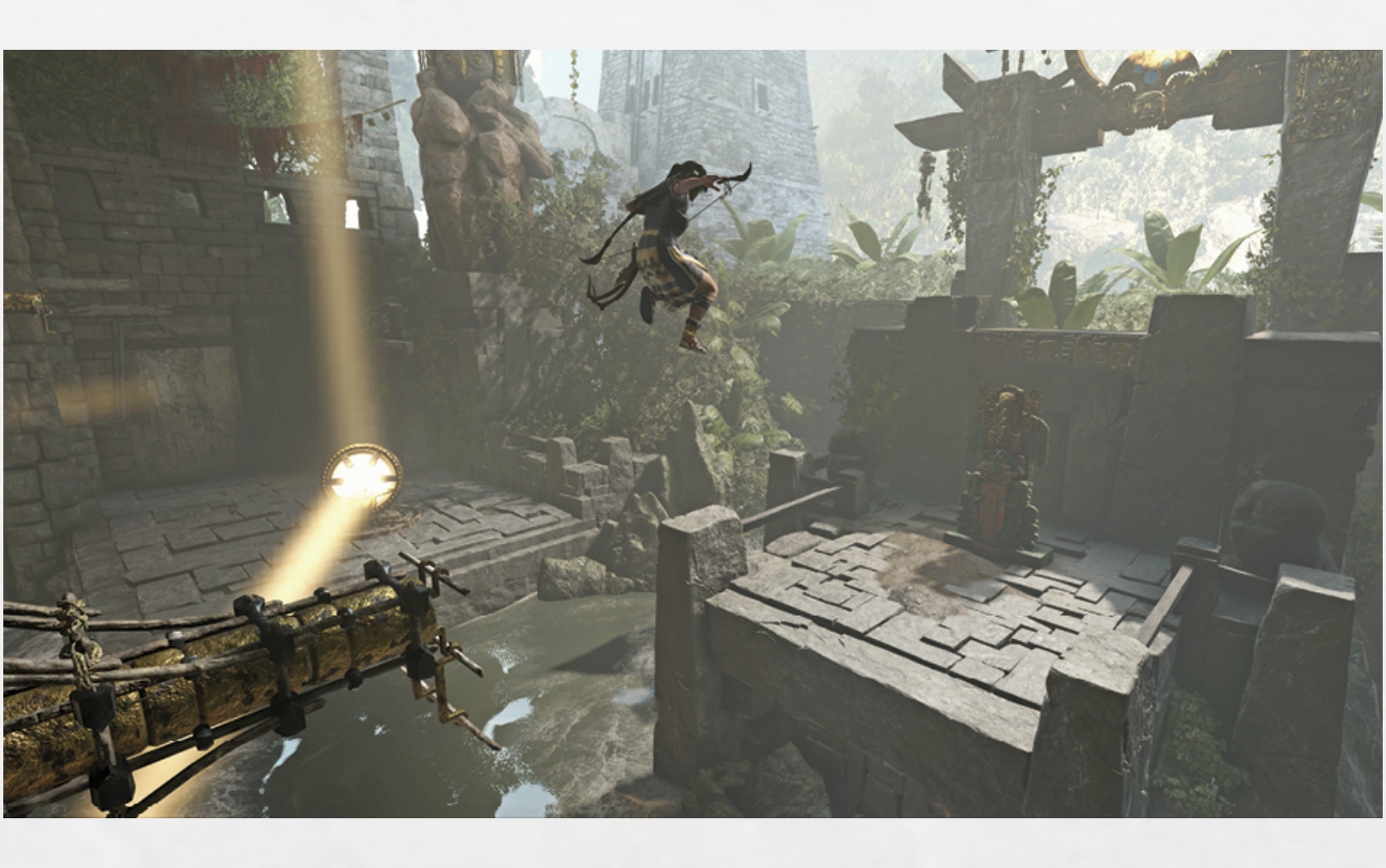


- Rotate Mirror 2 left so that it turns a new beam that leads toward Mirror 4. Climb across to the middle platform. Cross to Mirror 4 (6).
- Rotate Mirror 4 left so that it shines on the beam ahead. This lowers the central pavilion and lines up the path to the stele.



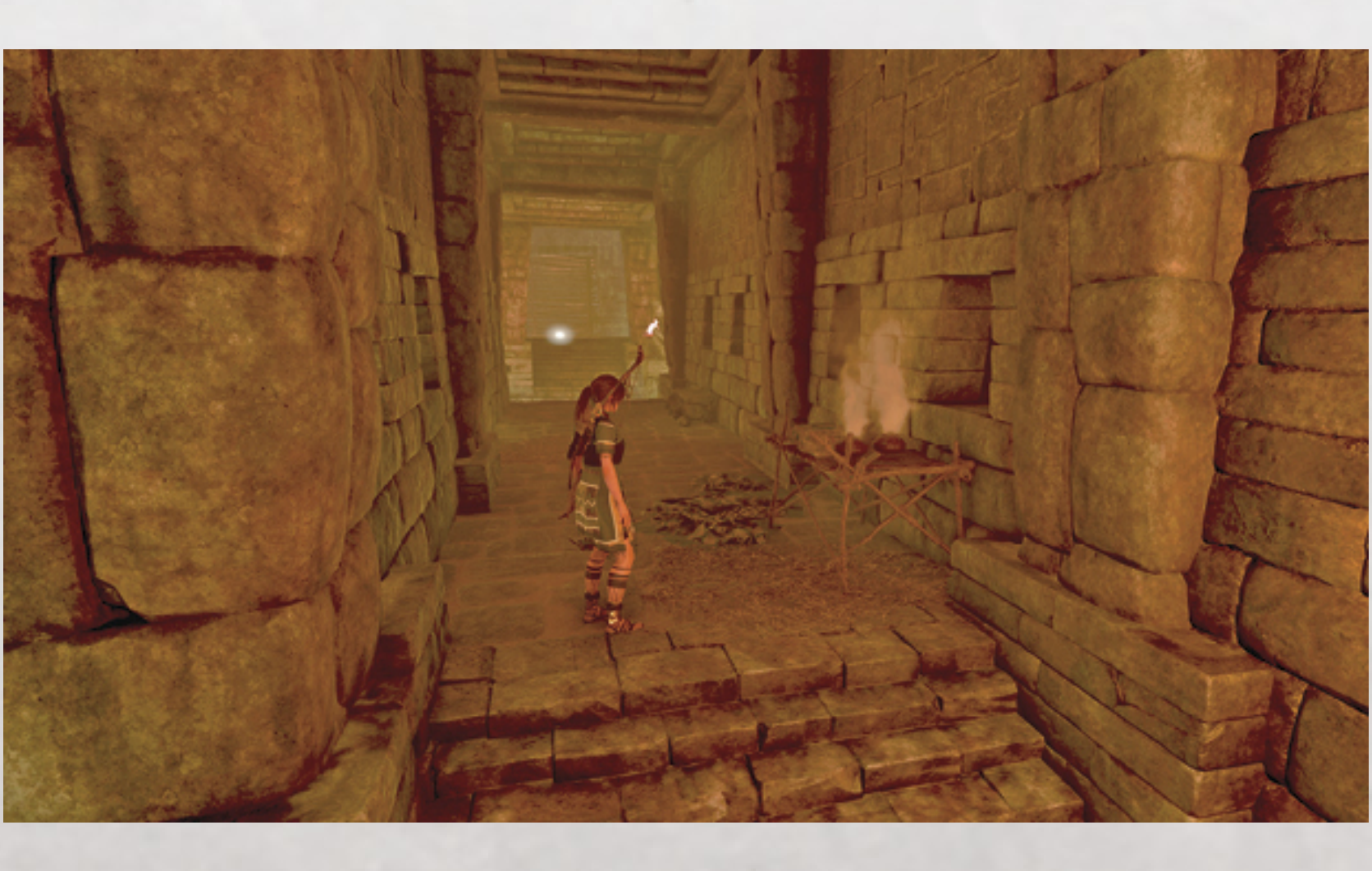
REACH THE STELE

- You must scramble, climb, and shimmy to the beam in order to return to the middle platform. From there, follow the walkway onto the central pavilion (7). Then leap across the two beams to the stele (8).

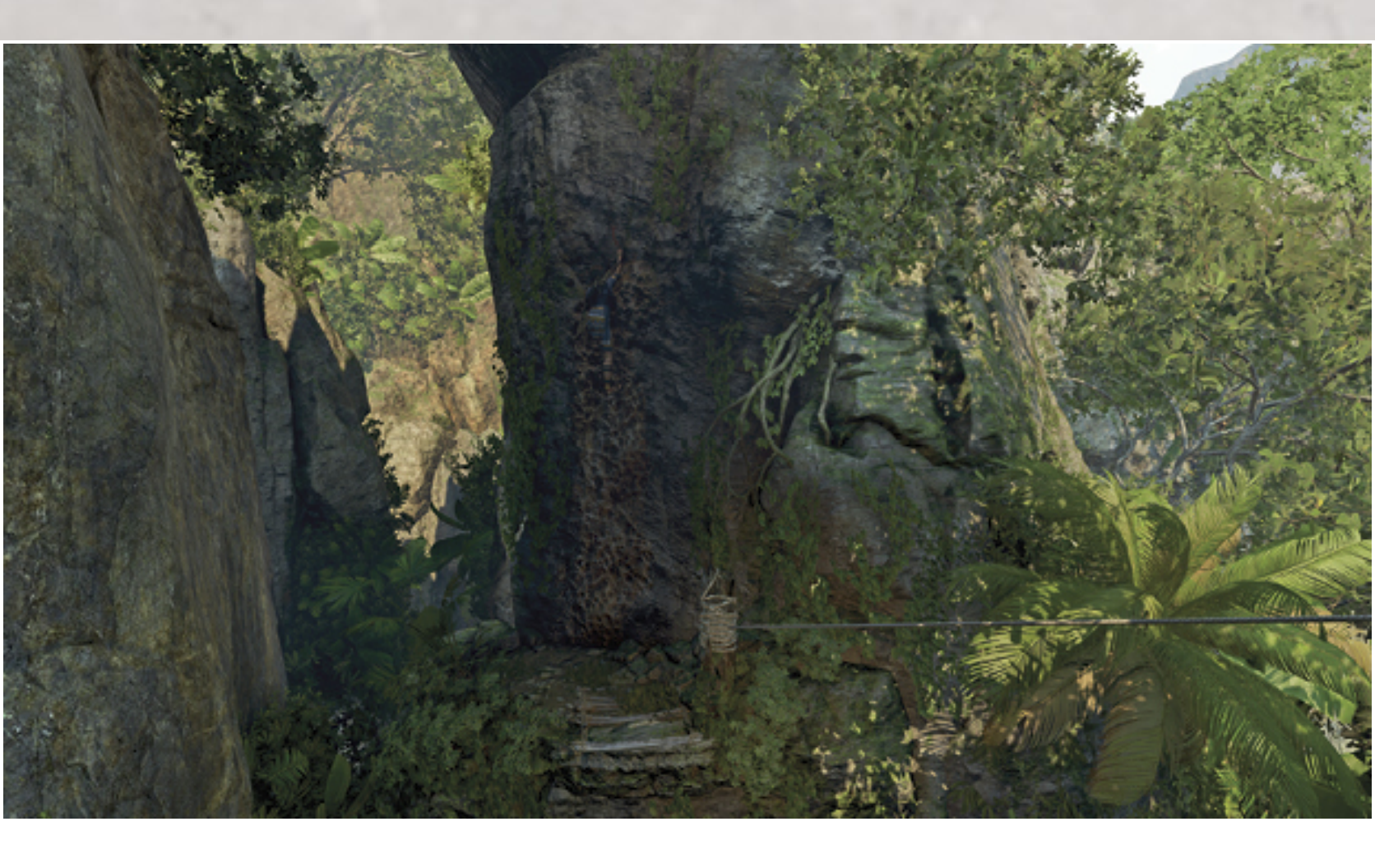


EXIT THE TOMB

Return to the central pavilion, then to the middle platform on the right. Follow the steps into the side corridor. Search to the left first, then exit to the right. Scramble up the wall and exit (9) the tomb.

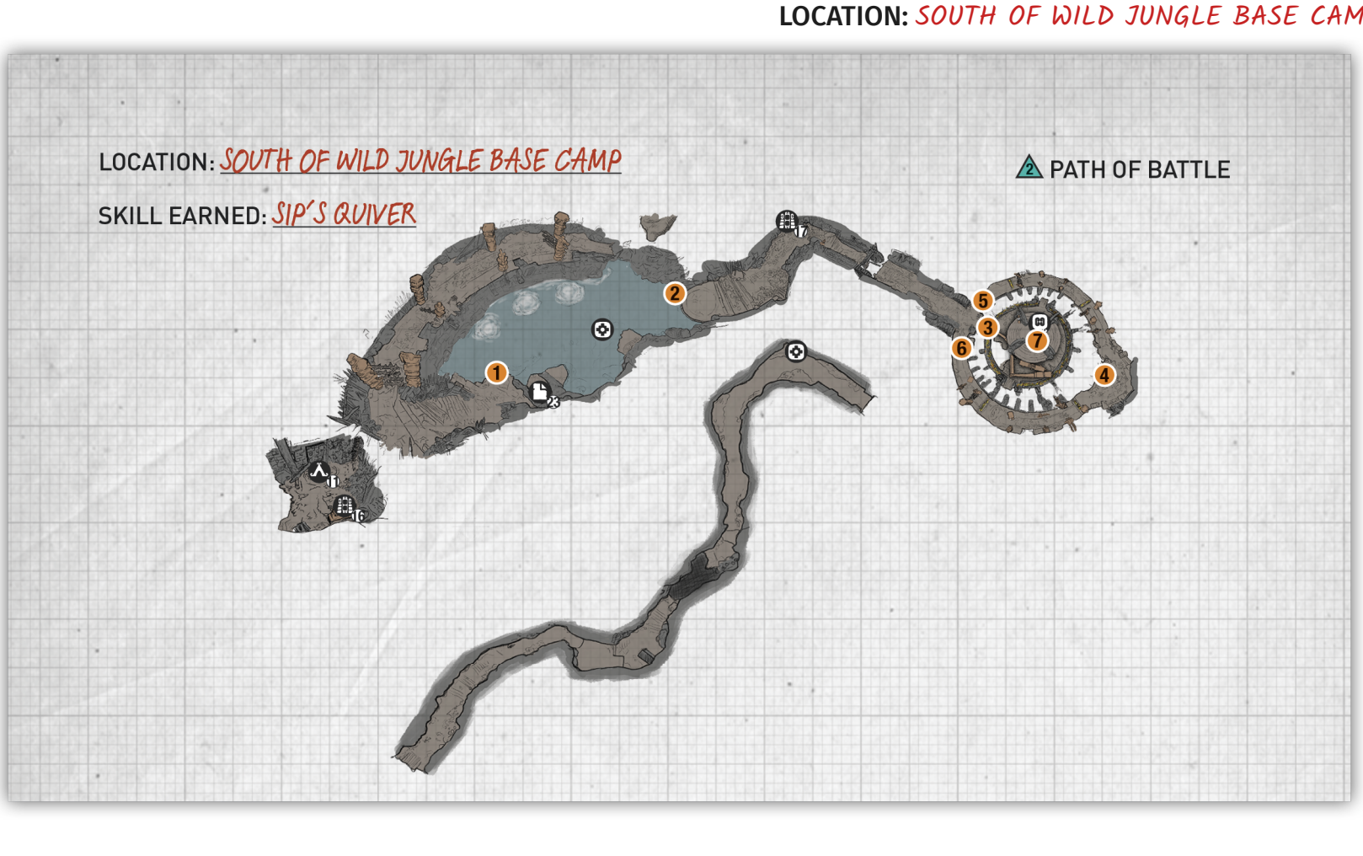


RETURN TO THE CAVE IN THE MOUNTAINSIDE



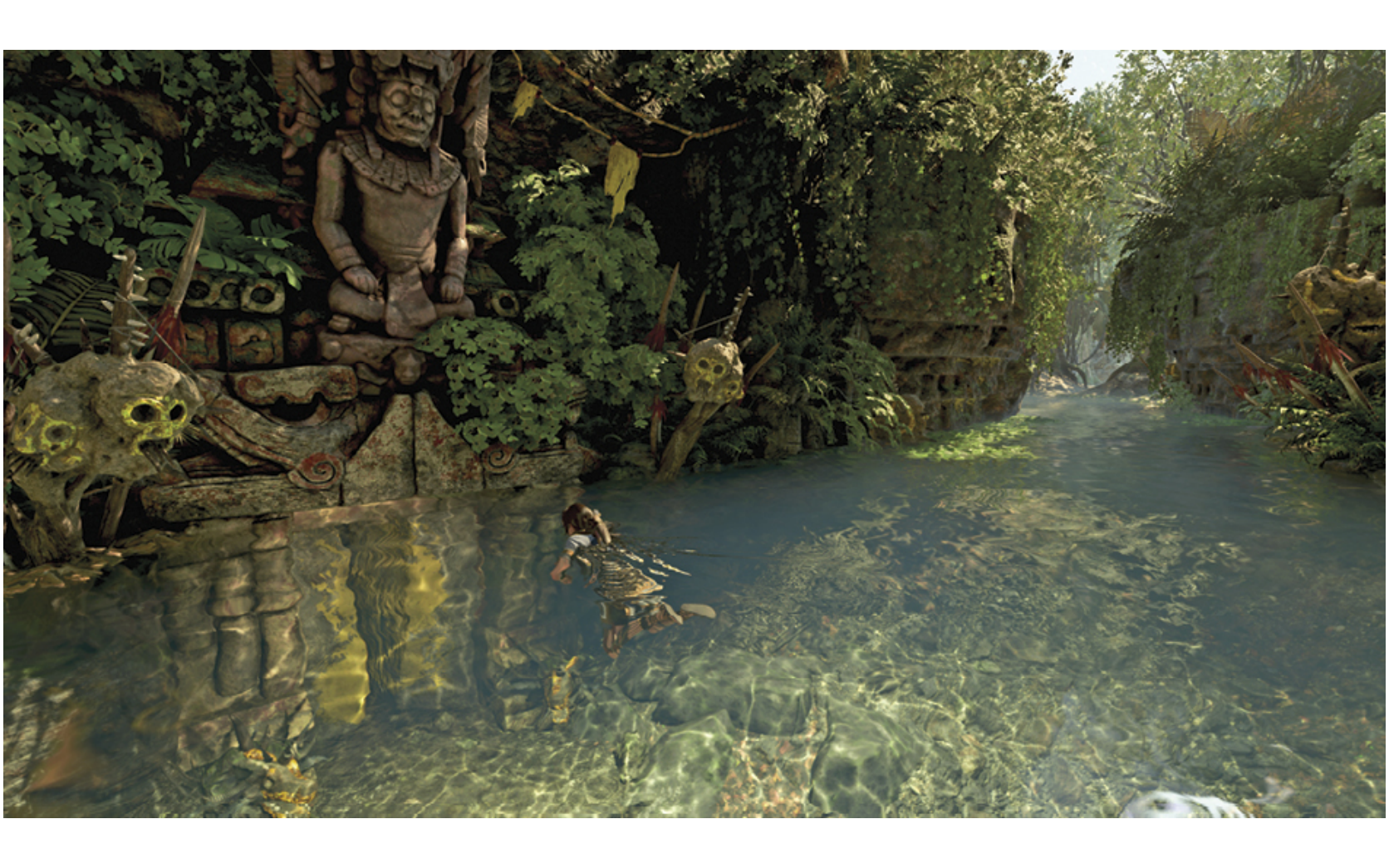
- Jump the gap, then tether a rope from the coil to a post ahead. Slide down to the other side.
- Climb the craggy surface and scramble up to a narrow ledge. Move left, up, and left again before leaping to a small craggy area.
- Rappel down and swing over to the walkway ahead. This leads back into the cave.

LOCATION: SOUTH OF WILD JUNGLE BASE CAMP


LOCATION: SOUTH OF WILD JUNGLE BASE CAMP
SKILL EARNED: SIP'S QUIVER
PATH OF BATTLE
1
2
3
4
5
6
7

ACCESS THE TOMB

Travel to the Wild Jungle Base Camp, west of Paititi, and dive underwater in the plunge pool to the southwest. Squeeze through a narrow entrance just below the water's surface on the right side. Grab a breath of air before diving through the opening on the left. Follow the water tunnel, careful to avoid the spikes just before you surface inside a large cavern.



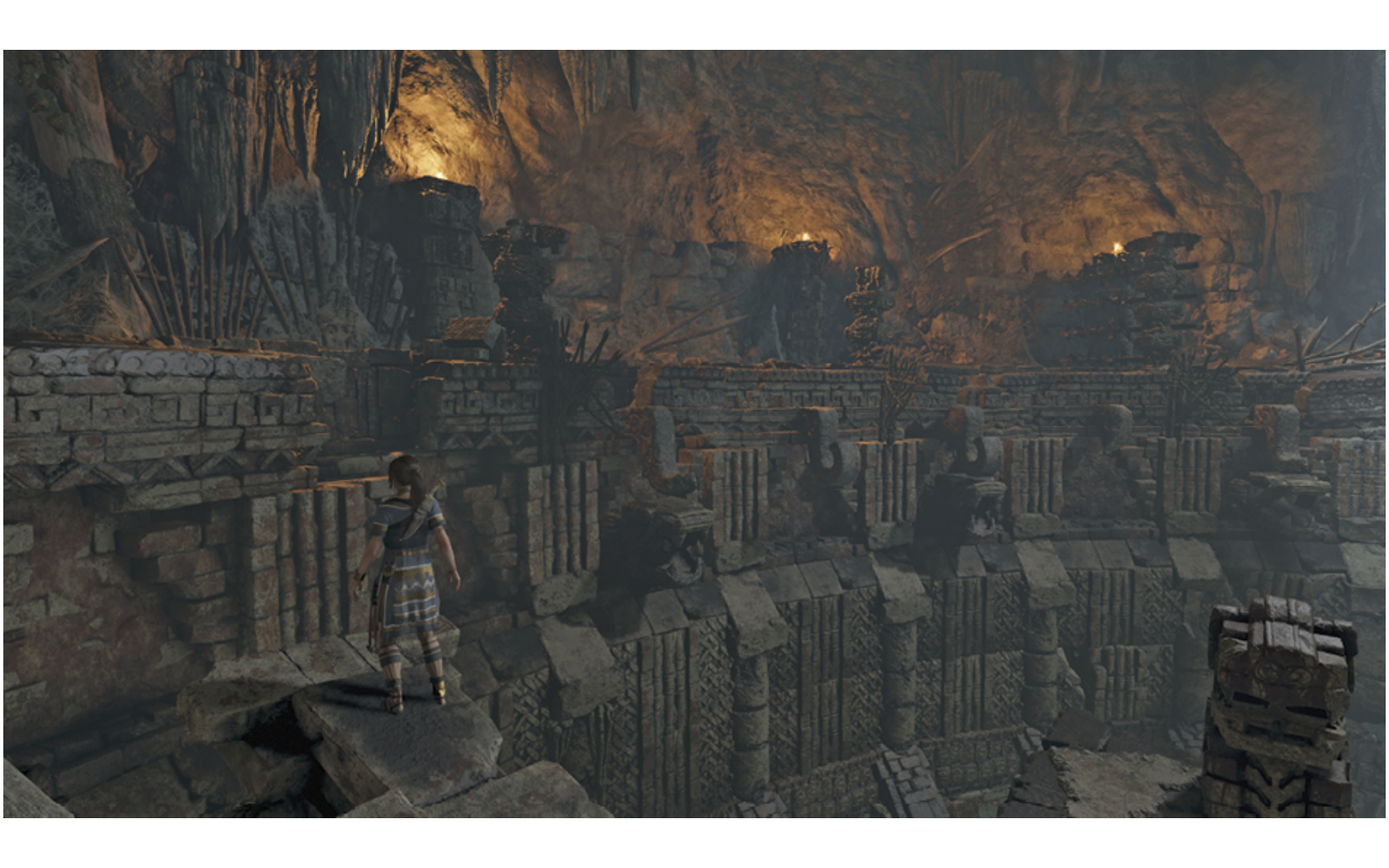
THE TOMB BASE CAMP

Climb out on the left and leap to the craggy wall ahead. Rappel down and swing over to the Ossuary Base Camp.

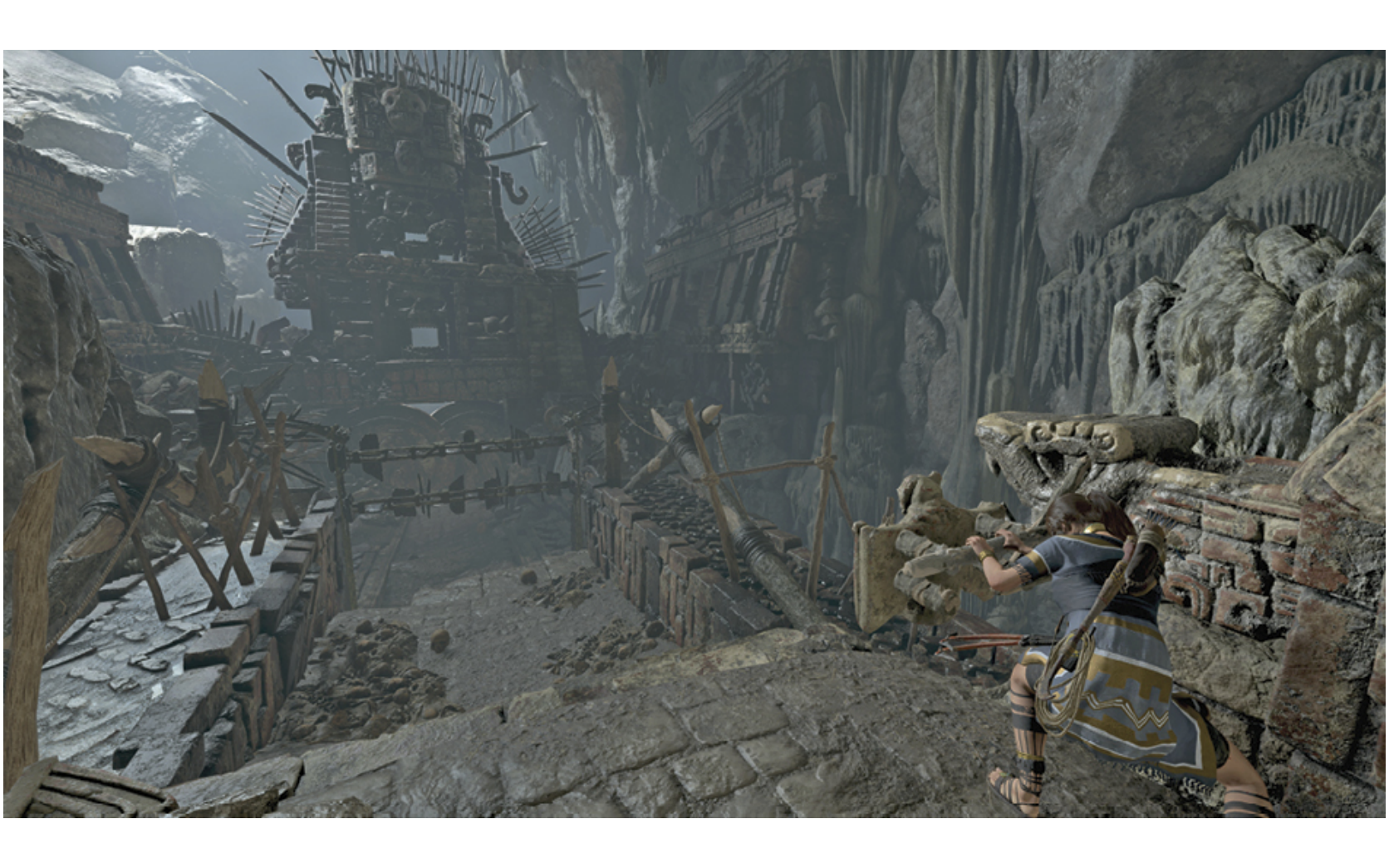
REACH THE STELE

Squeeze between the obsidian blades, and descend the steps to find a switch (1). Push it to activate traps and torches along the perimeter. Before continuing, drop into the water and search the area for valuable resources and treasure. Climb back up, leap off the stones next to the steps, and climb onto the walkway.

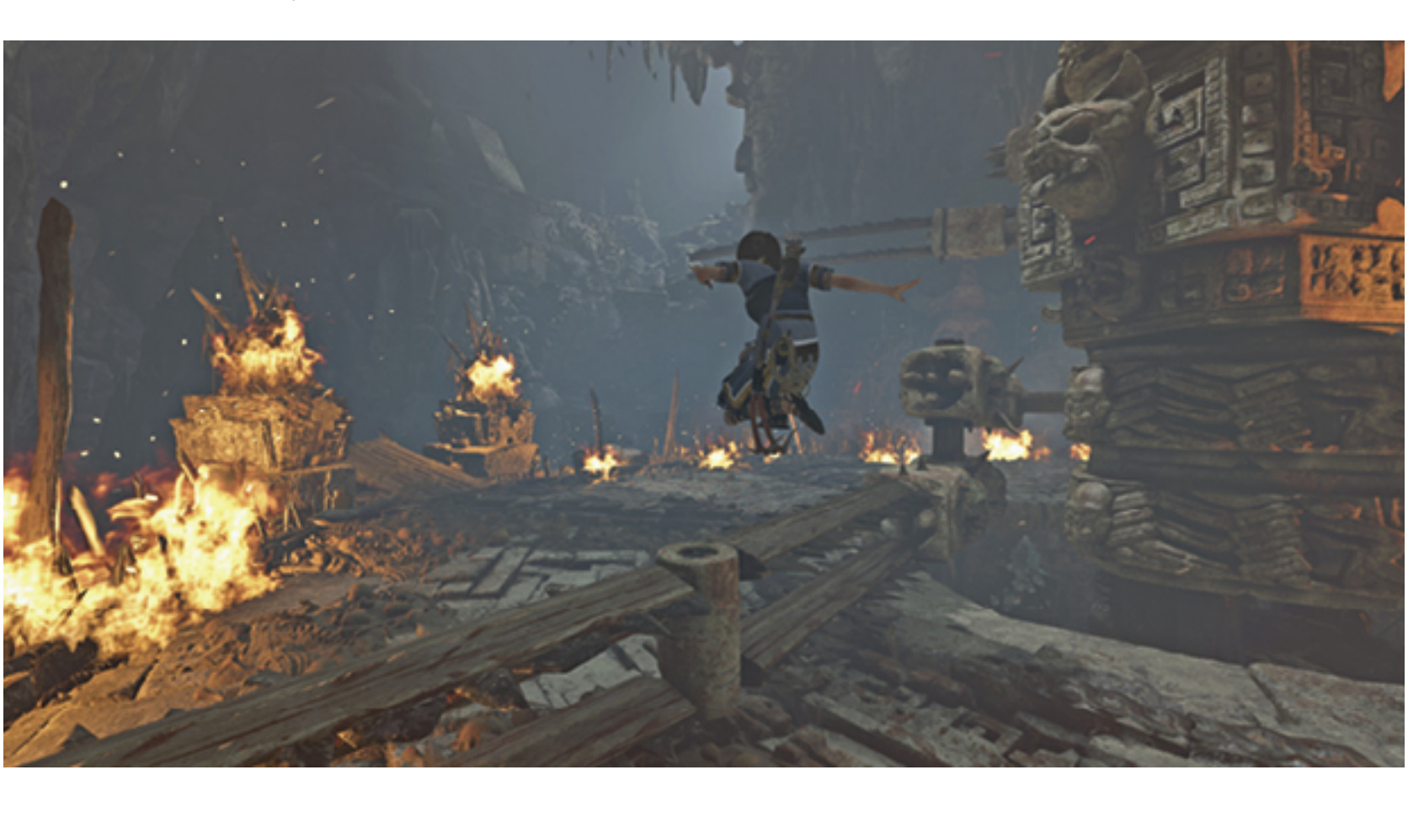
Avoid the blades along the path ahead by jumping twice and stepping to the left of the last set. Jump off the wood ramp and throw the Grapple Axe in order to attach to the craggy wall. Rappel down and swing over to the round platform (2).



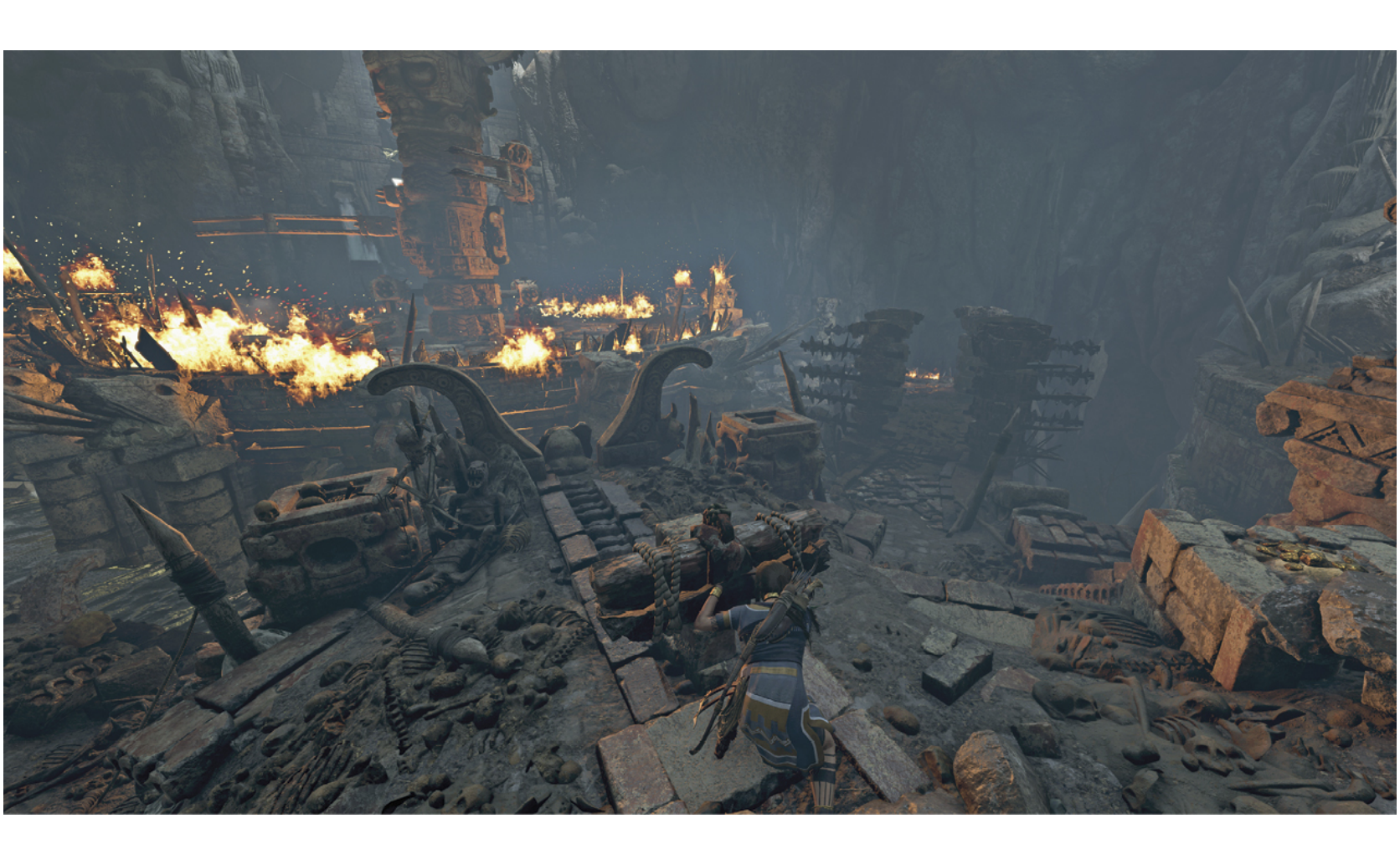
Follow the trail around a right turn and interact with the movable object on the right. Push it all the way forward to start more traps ahead. Jump over the blades as they descend to their lowest points. As you continue forward, a massive, spinning tower emerges from the floor.



LOWER THE TOWER, PART 1

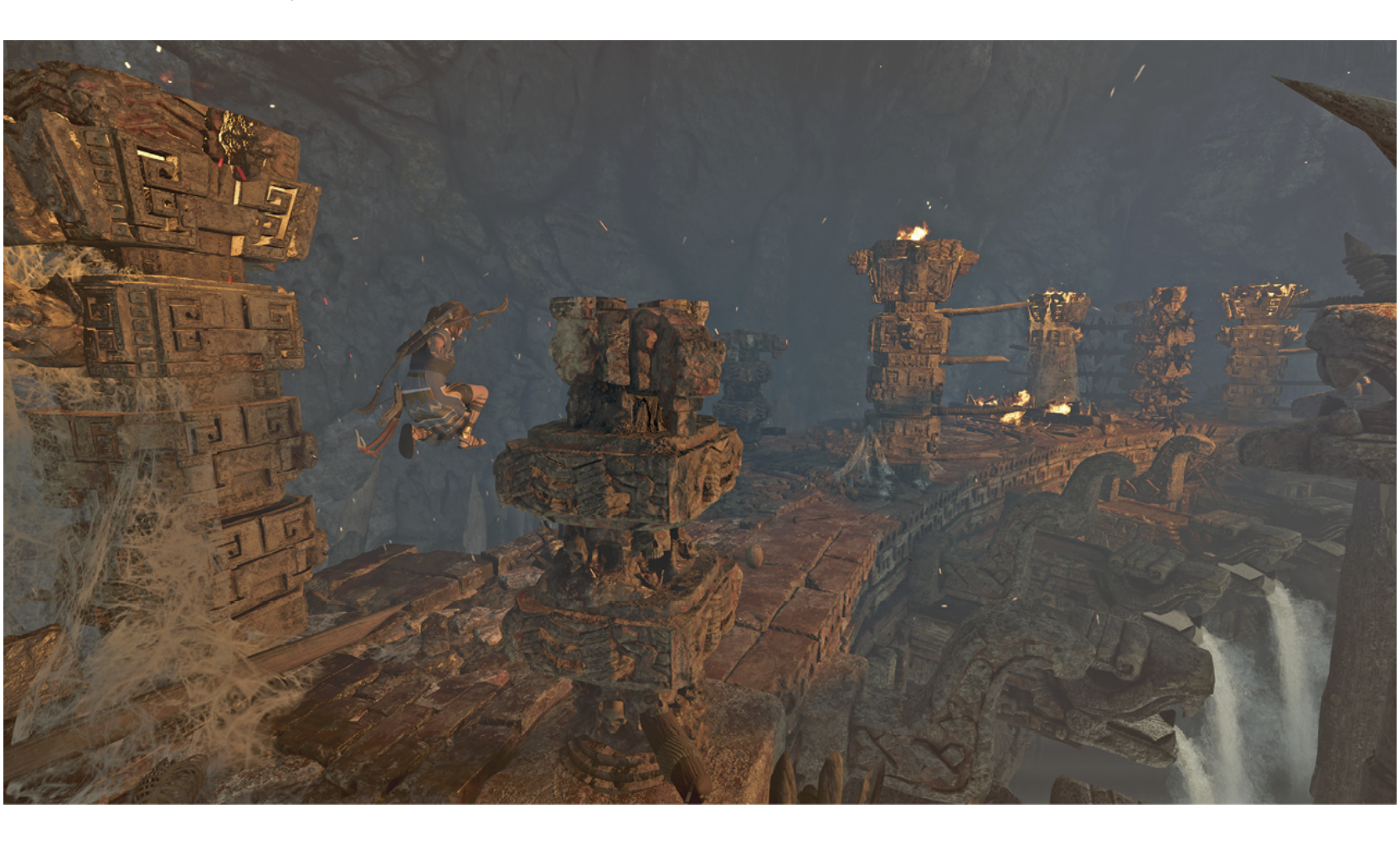


Approach the inner circle (3), and just as one of the arms passes by, sprint left. Hop the second arm, then leap off the wood ramp to return to the outer ring. Follow the trail to the right, climb the steps, and step up to the movable object (4) on the right.



Pull the object all the way back and immediately sprint right. Run through the first two sets of blades before stepping to the right to avoid the third. Immediately follow these blades through so that the previous trap doesn't get you. Hop the fire and two rotating blades. Sprint through another set of blades before jumping another fire. Climb up to the switch (5) on the left, and push it to lower the tower partway.

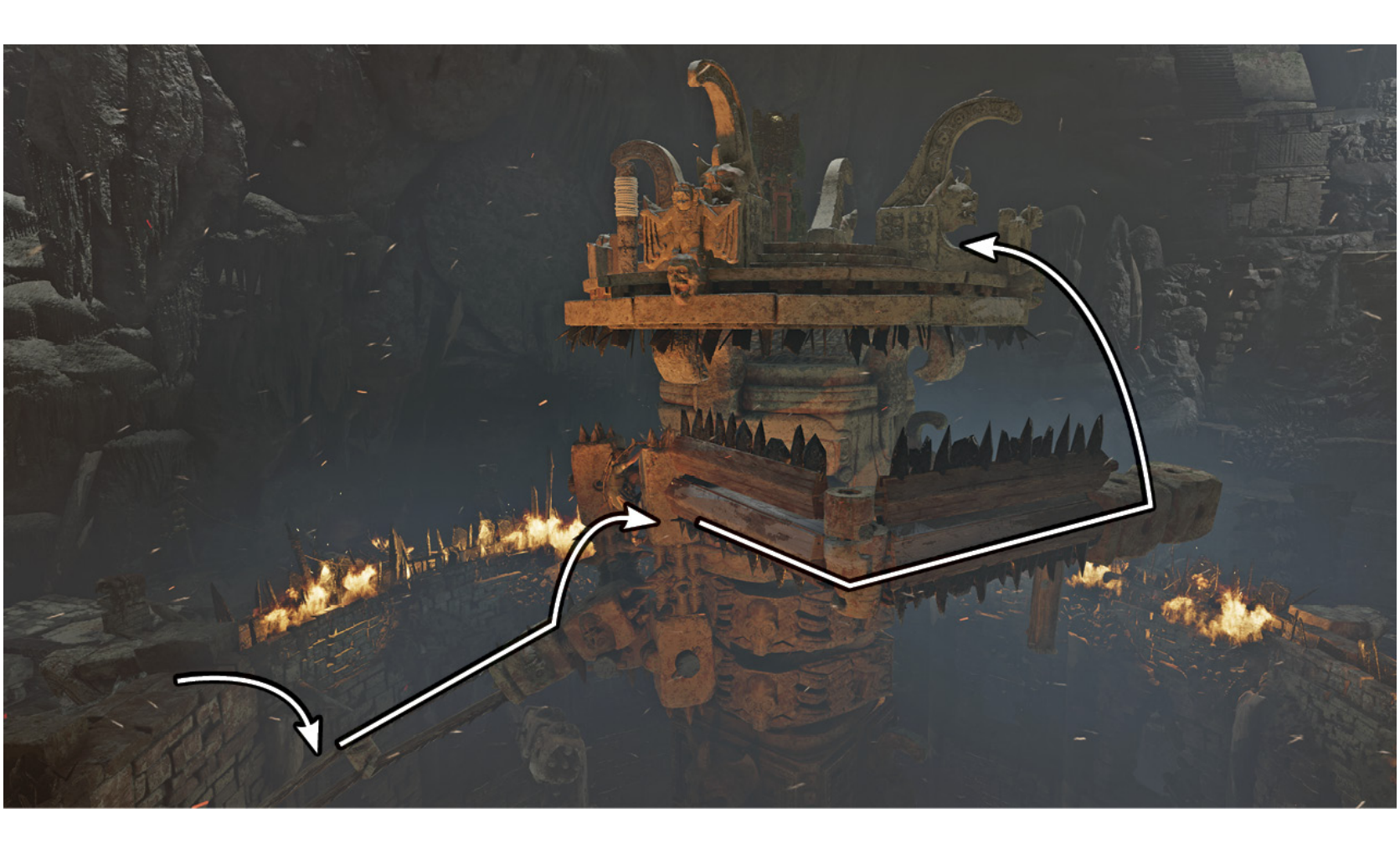
LOWER THE TOWER, PART 2



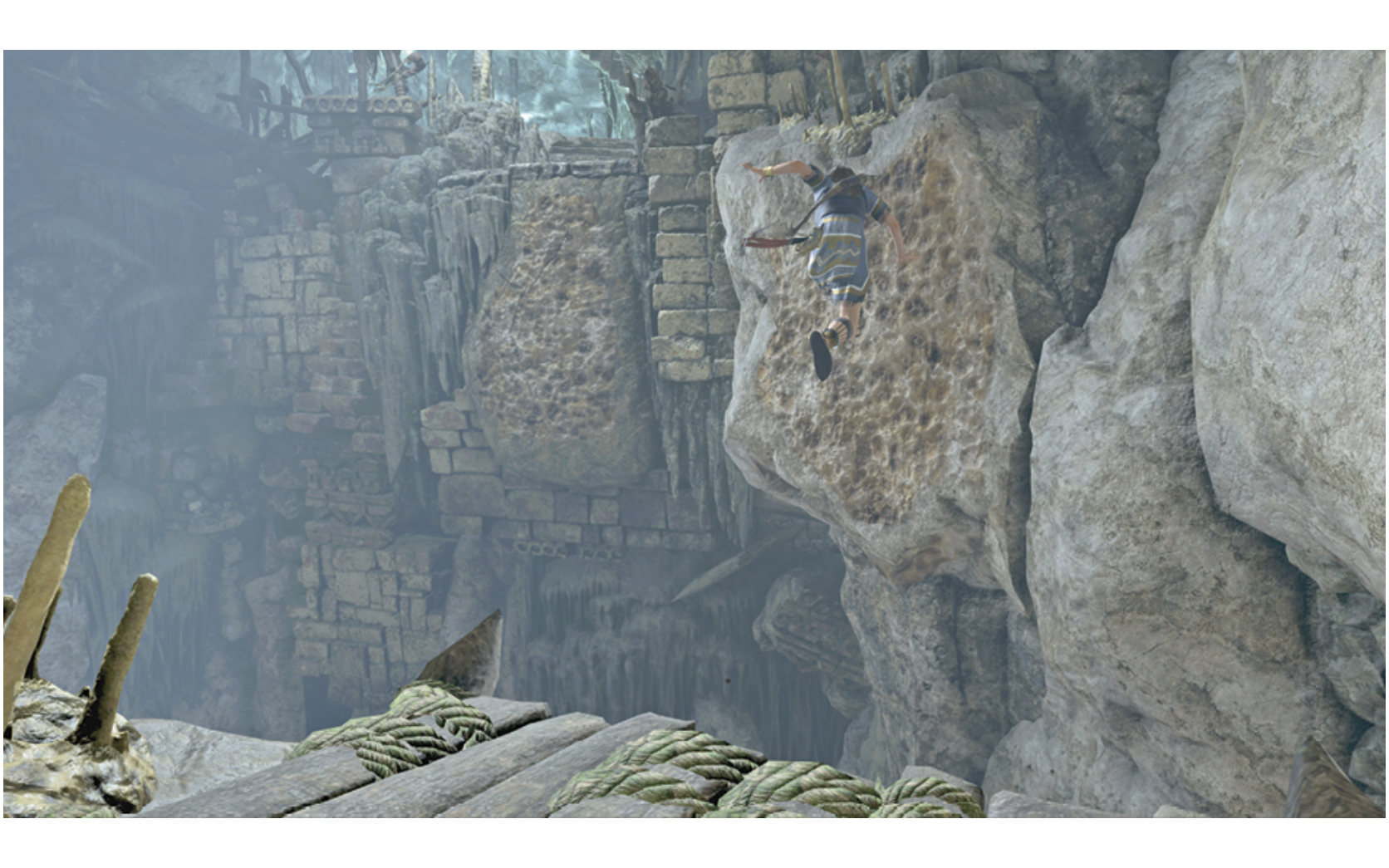
Return to the inner circle, and again sprint to the left, avoiding the spiked arms as they pass. This time you must alternate between scrambling and jumping, depending on the height of the arm. Just before the gap in the floor, turn left and jump off the ramp to the outer ring. Run left between the blades and approach the same object (4) as before.

Pull the object back and immediately sprint left. Hop the fire, sprint between the rotating blades, and hop two more blades. Time your next jump over the fire as the blades rotate over the walkway, and sprint through the second set of blades to reach another switch (6). Push it and the inner floor gives way, but the tower doesn't drop.

CLIMB THE TOWER



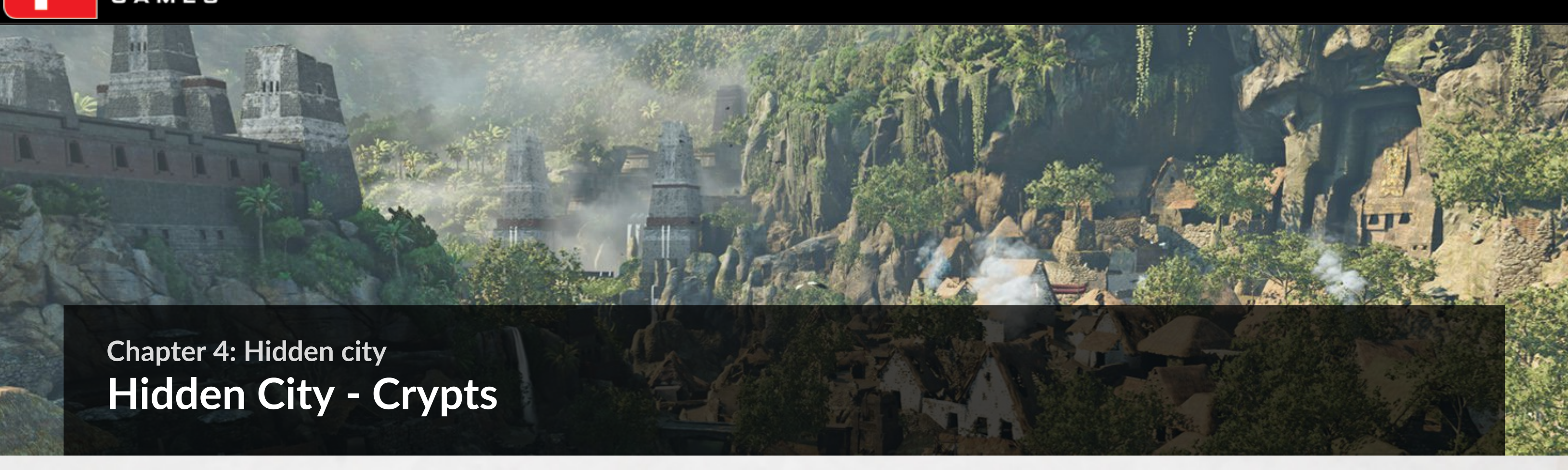
- Approach the inner circle and leap to the slanted arm. Follow it up and jump onto the block.
- Jump right and shimmy along the arm until you can climb up.
- Jump and climb onto the top of the tower, and interact with the stele (7) to learn the Skill.
- Tether a rope between the post and the rope coil above the walkway, and slide down.



EXIT THE TOMB

Jump the gap ahead when the blades are up, and follow the tunnel.

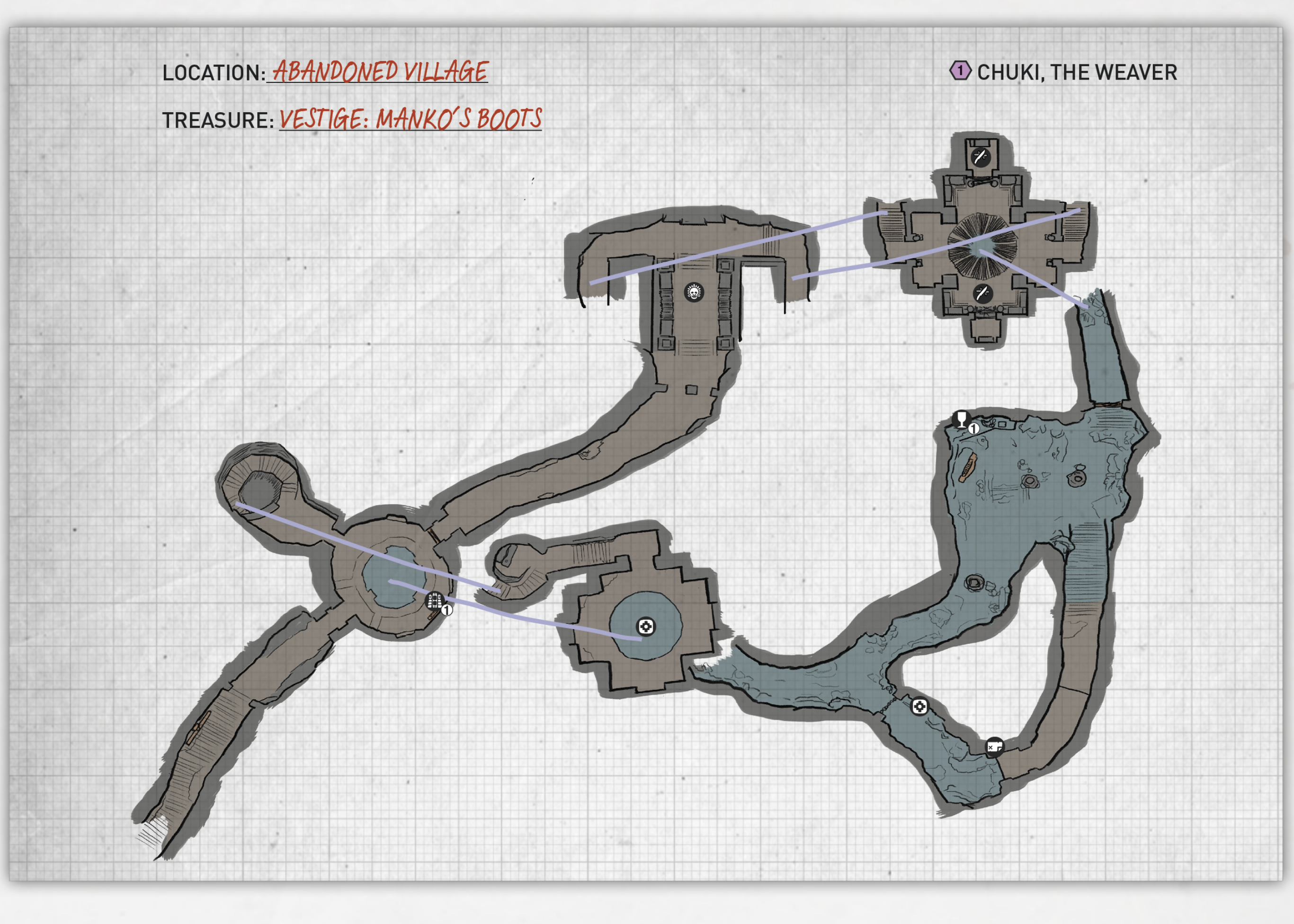
Leap to the craggy wall, then left to another craggy surface. Climb up and ascend the stairs. Scramble up the partial wall on the left and hop ahead to the pillar. Wall-scramble to the upper trail and follow it until you slide down the hill.



Chapter 4: Hidden city

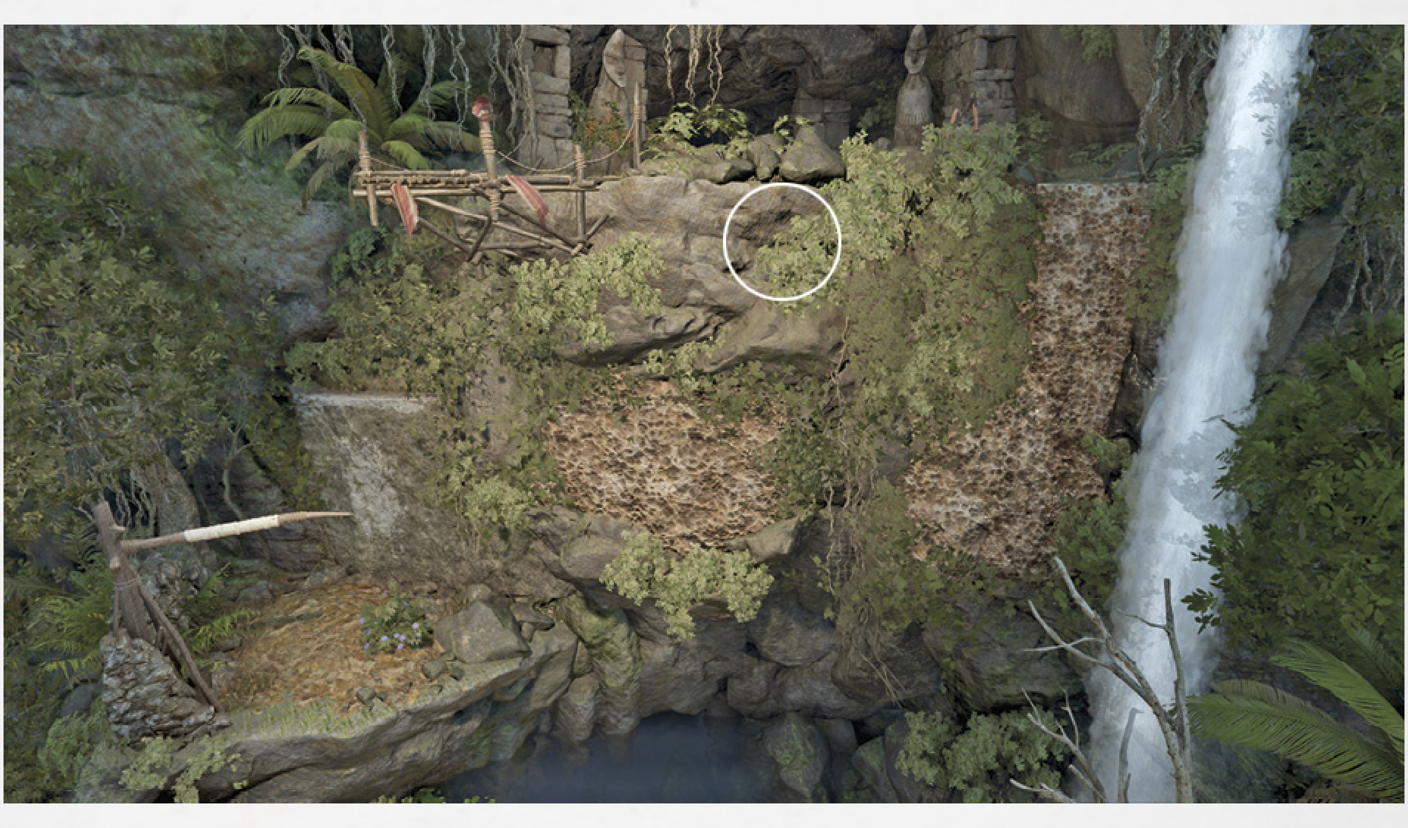
Hidden City - Crypts

LOCATION: *ABANDONED VILLAGE*



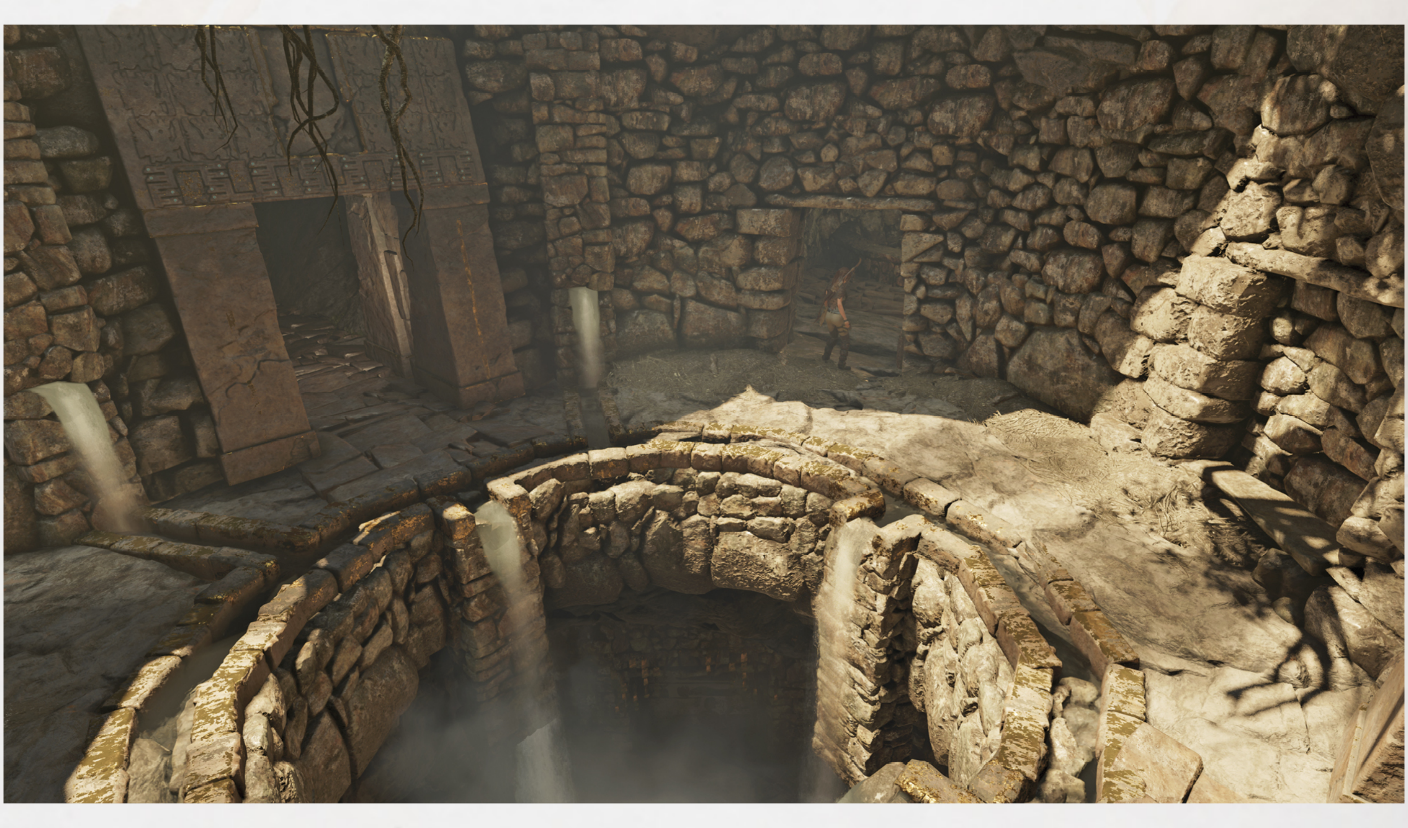
ACCESS THE CRYPT

The first crypt is available at the start of the region, just north of the abandoned village. Follow the trail north to find a doorway to the lake. Scramble up the stone wall on the right and step up to the next ledge. Tether a rope between the coil above your head and another across the water. Slide down the rope, scramble up the wall, and jump right to the craggy wall. Leap across the gap and continue up to a cliff.

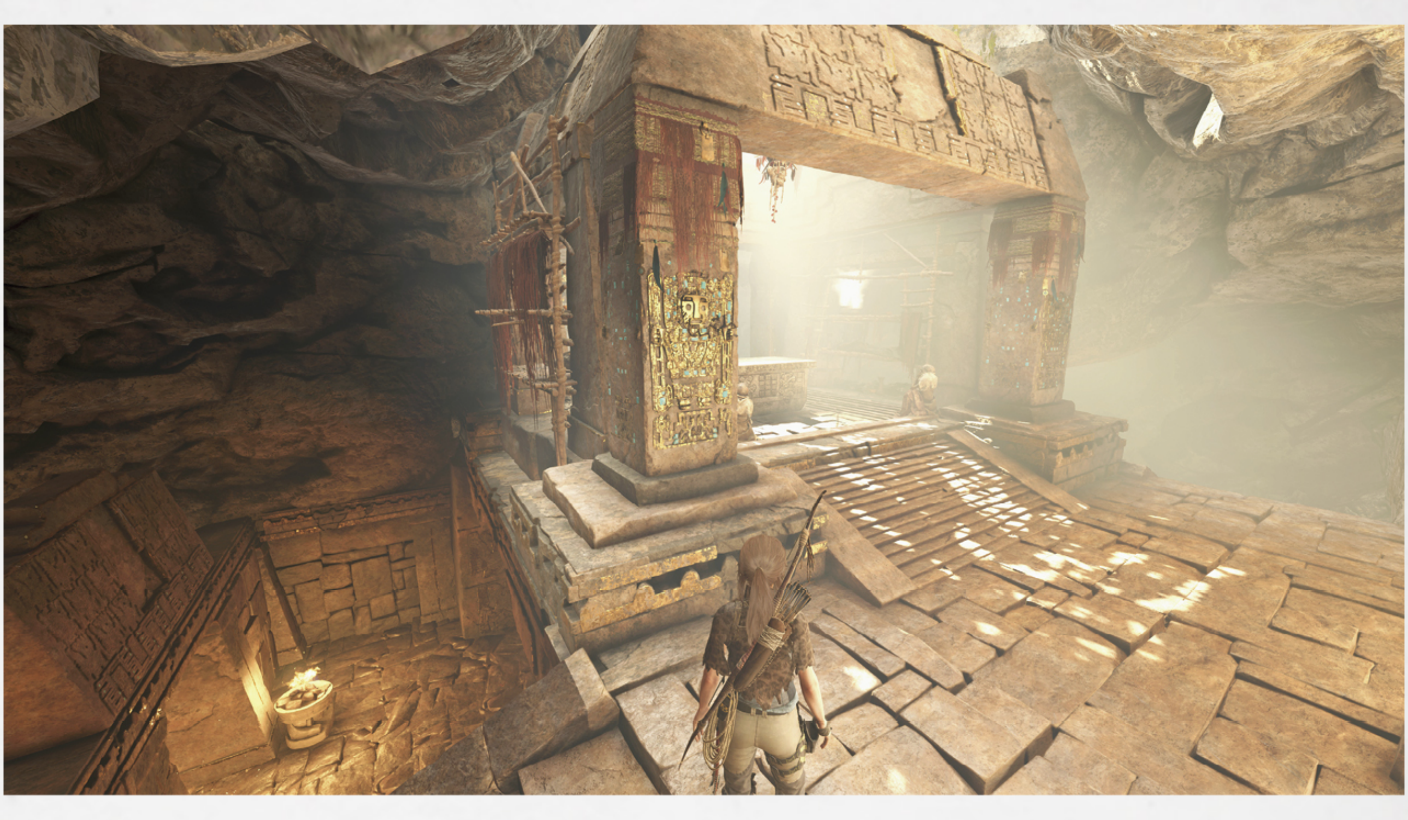


FIND THE SARCOPHAGUS

Enter the cave and follow the tunnel to a circular chamber, careful to avoid the trap at the bottom of the steps. Examine the Mural on the right before moving on. From here you can drop through the hole to progress farther into the crypt, but rare resources are available at the bottom of the spiral staircase.



Dive straight down, then squeeze through the narrow crevice. Grab breaths at the two trapped-air locations, and collect valuables as you follow the water tunnel. Just after the second trapped air, follow the steps to the right and search the area before interacting with the pry barrier on the left. Continue to fast-swim through the tunnel.



At the spiral staircase, surface and climb out of the water. If you have a Reinforced Knife, two braided-rope barriers block access to more valuables. Find the steps on either side of the room, climb up to the sarcophagus, and loot the treasure.

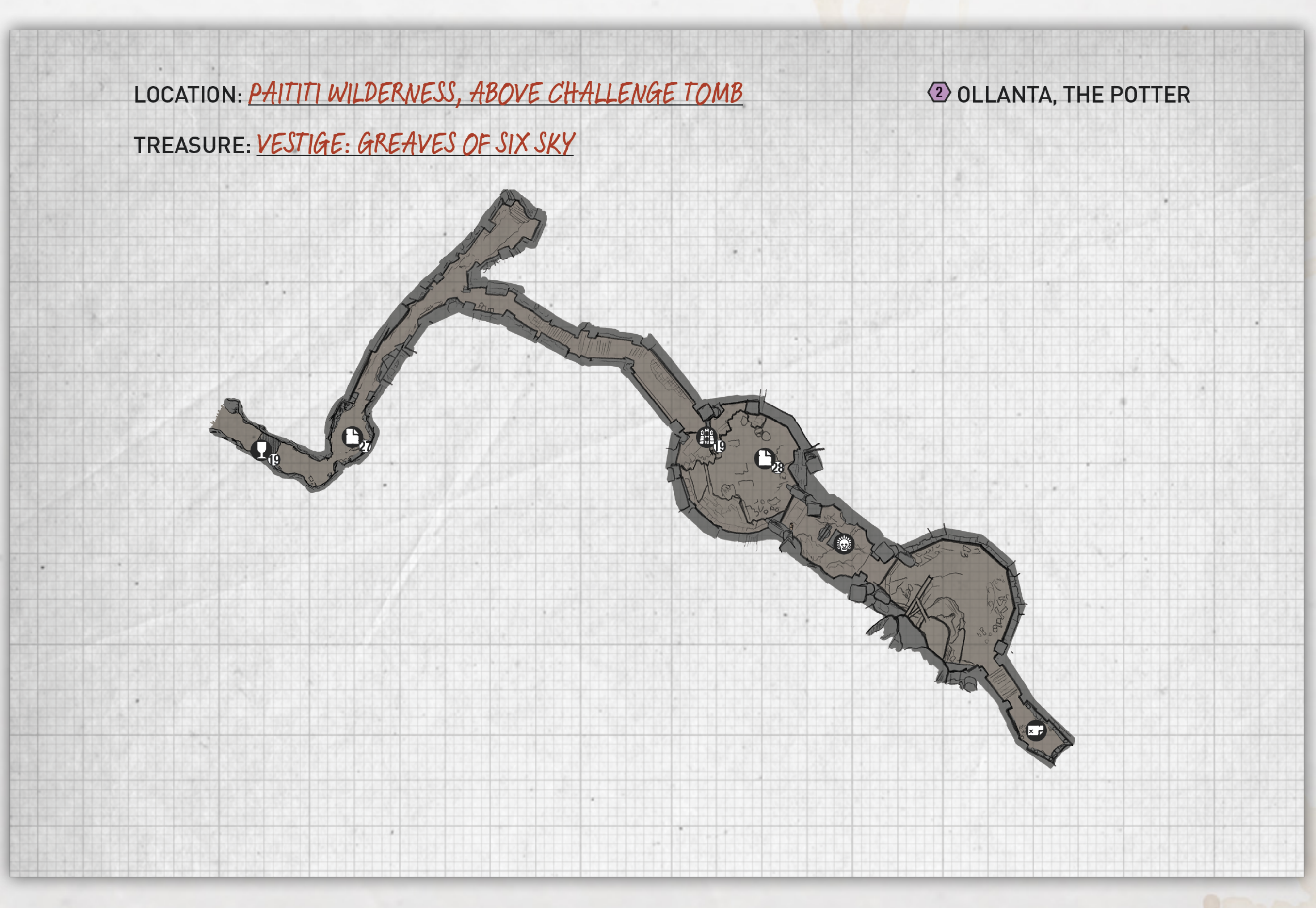
SPEAKER FOR THE DEAD

Uncover four crypt secrets. Looting the sarcophagus inside each of four crypts of the Hidden City completes another challenge. Two crypts are accessible on your first visit to Paititi, while the other two aren't available until your return to the village.

EXIT THE CRYPT

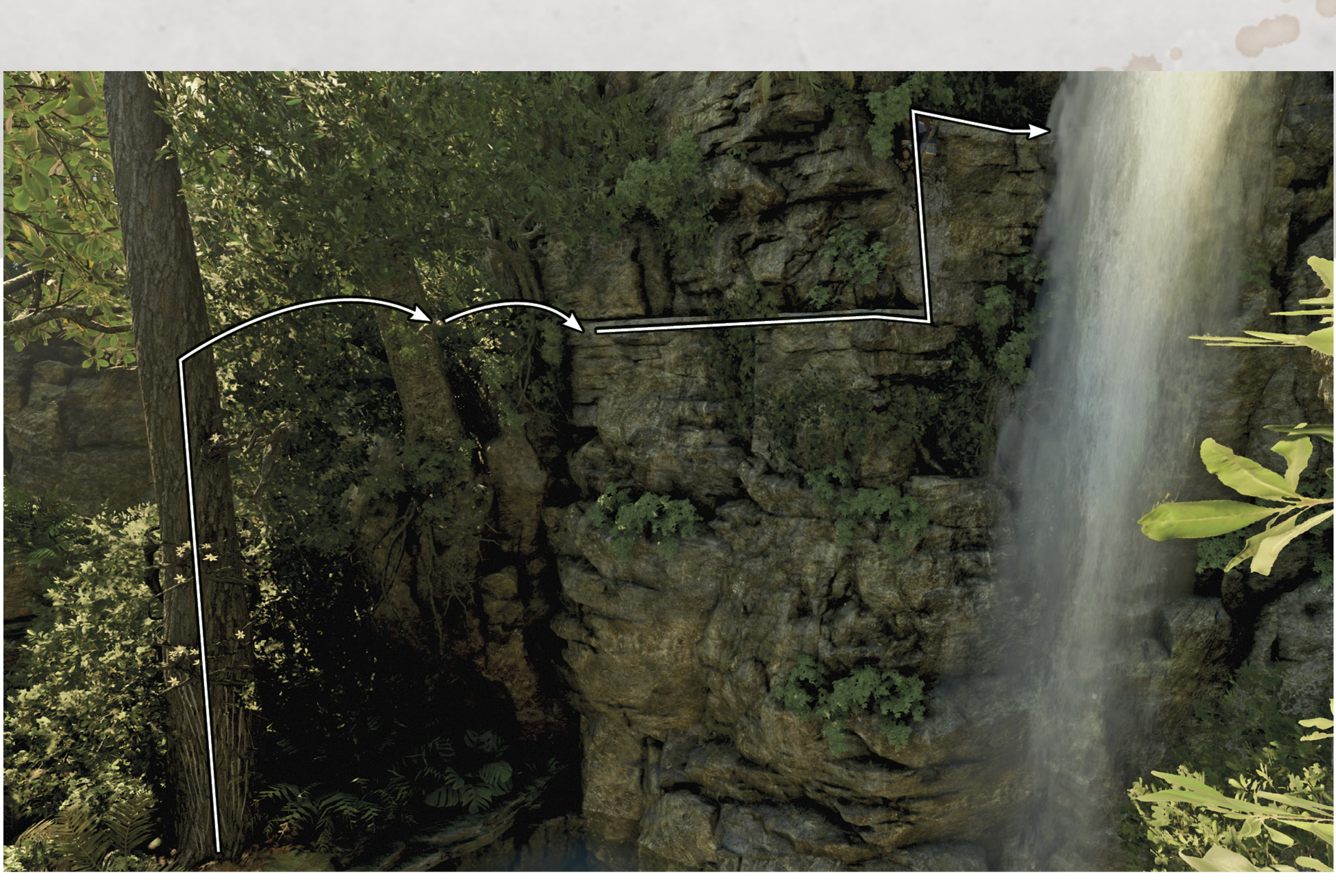
Follow the path beyond the sarcophagus, and use a rope arrow to pull down the obstruction. This takes you back to the first room of the crypt. Exit through the tunnel and swan-dive off the wood platform for the "High Diving" challenge.

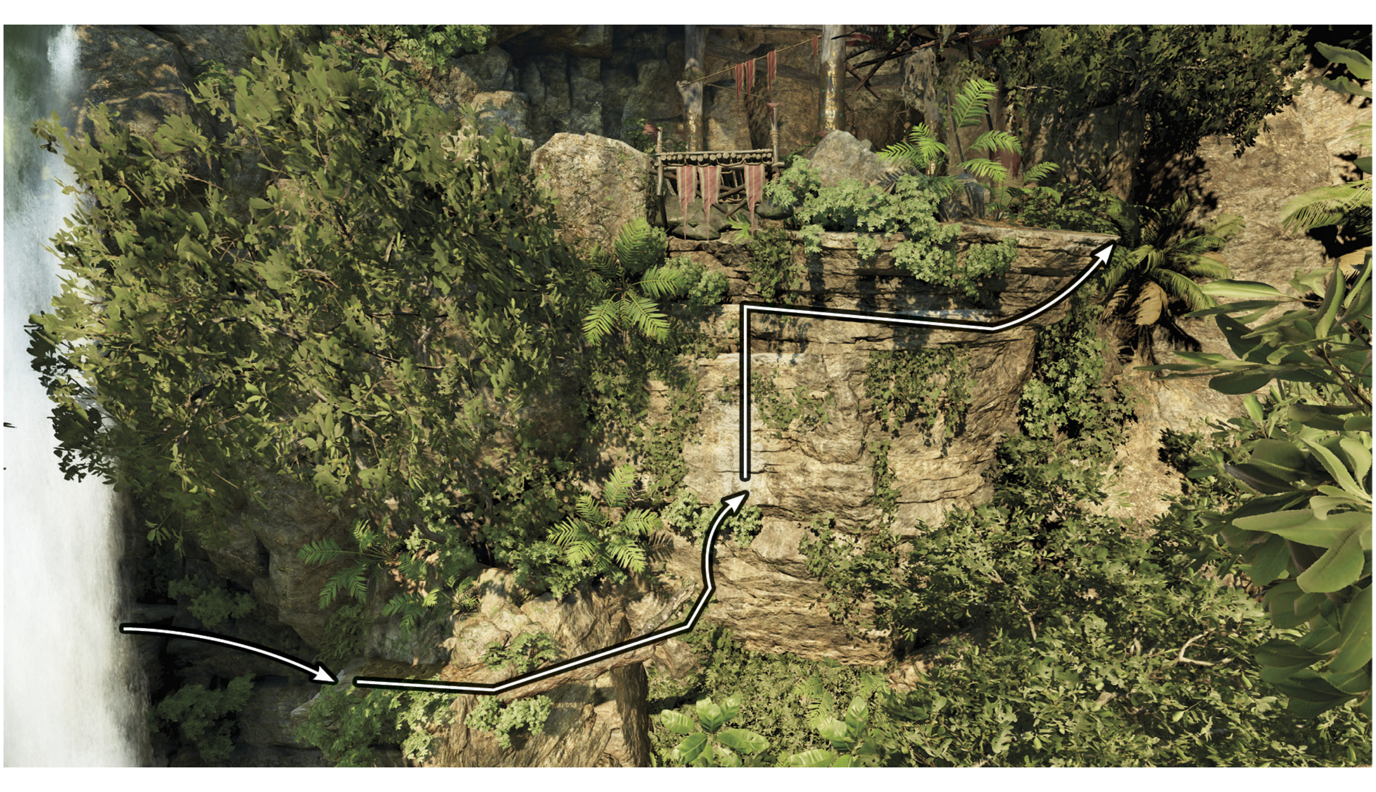
LOCATION: *PAIYIYI WLDERNESS, ABOVE CHALLENGE TOMB*


LOCATION: PAITITI WILDERNESS, ABOVE CHALLENGE TOMB
TREASURE: VESTIGE: GREAVES OF SIX SKY
2 OLLANTA, THE POTTER
19
27
19
28

ACCESS THE CRYPT

From the Wild Jungle Base Camp, located in the Paititi Wilderness, follow the water left to a plunge pool.

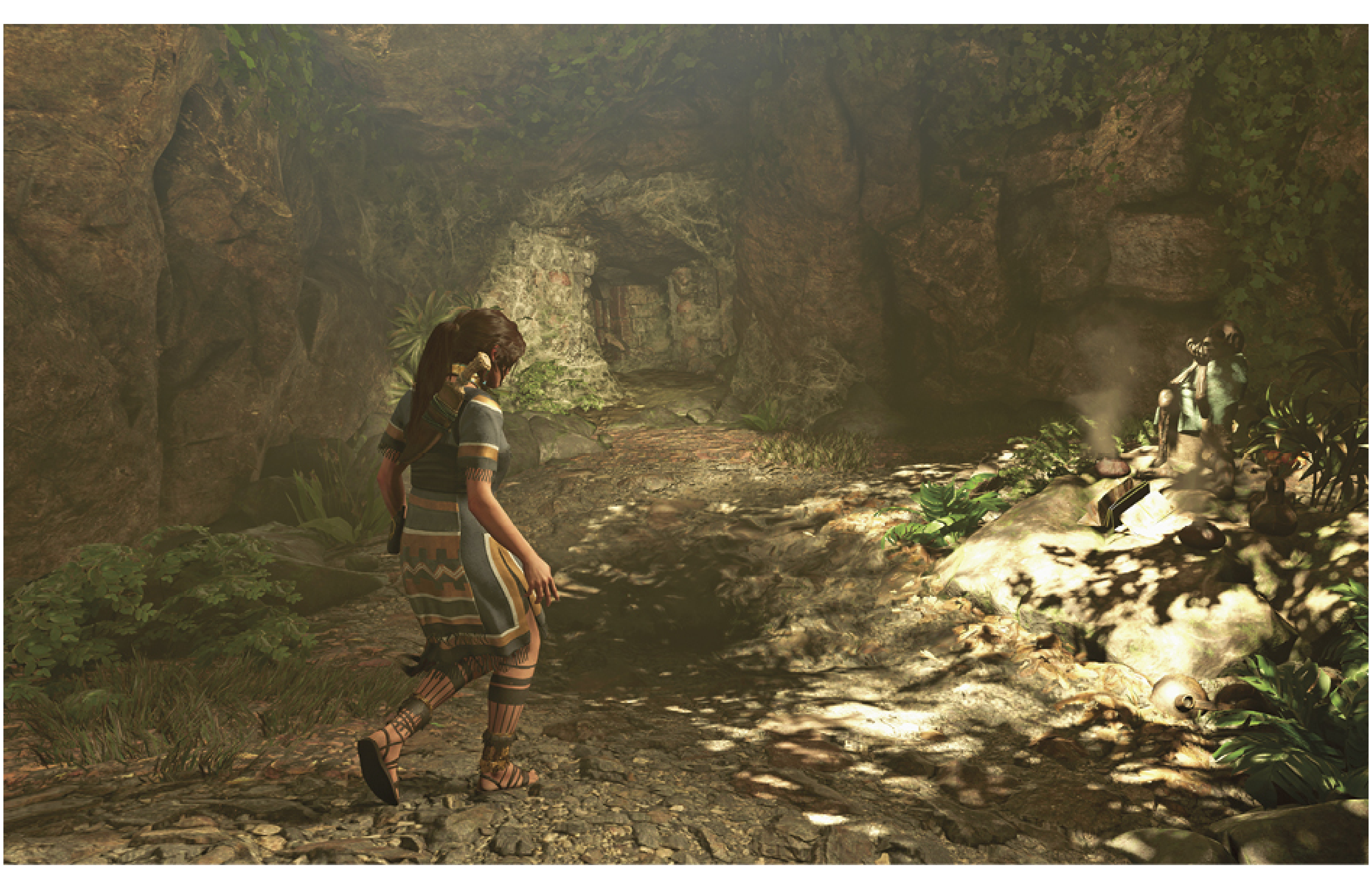




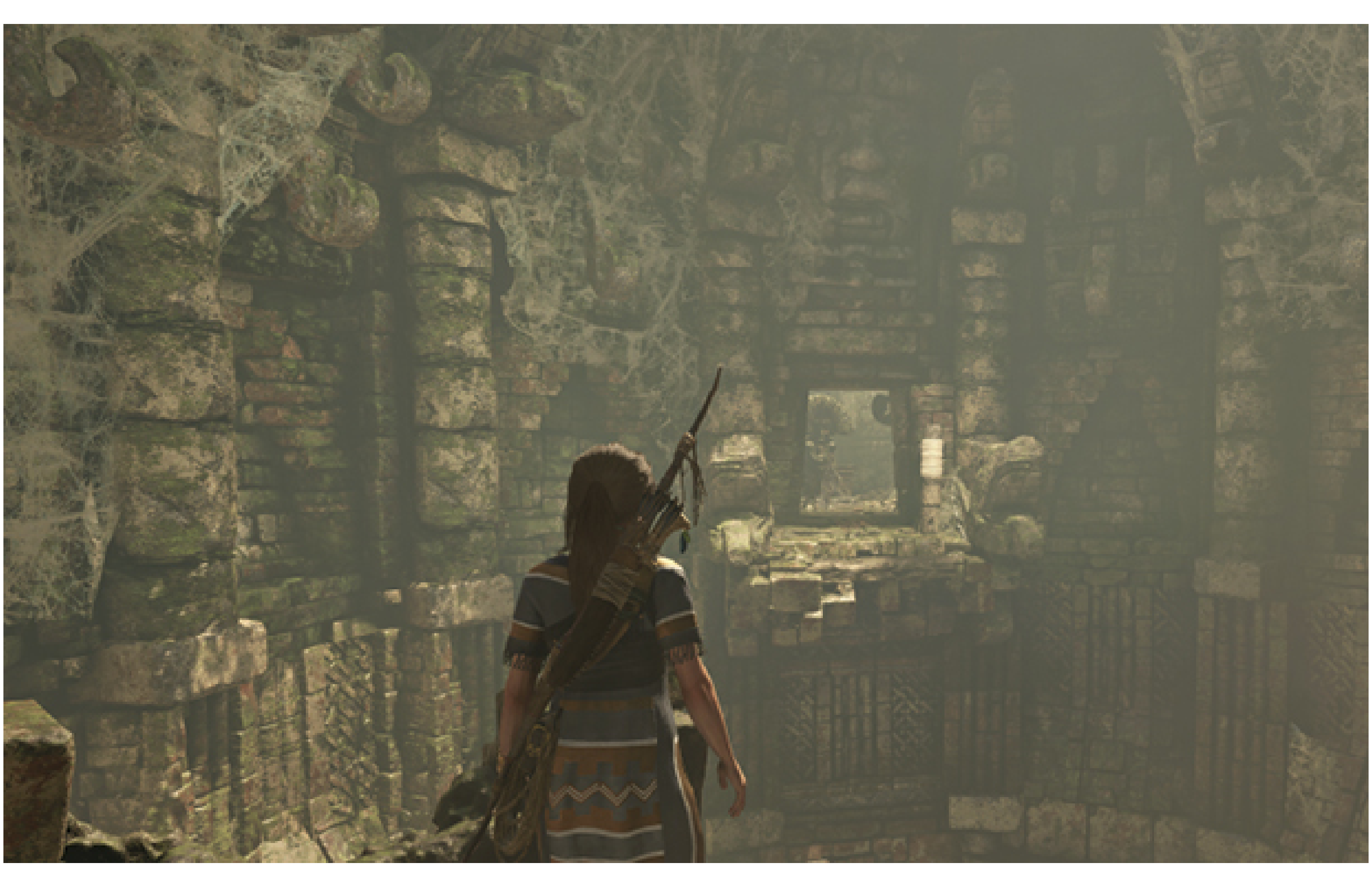
- Climb up the tree on the left to the branch, and swing over to the narrow shelf on the cliff face. Shimmy and jump to the right until you're around the corner.
- Wall-scramble up to the next ledge and go right until you can climb onto the walkway.
- From the next cliff edge, make a big leap to the next landing. Be sure to grab on if Lara slips.
- Tightrope to the end of the limb. Scramble up the cliff face, then climb up and right to the crypt entrance.

FIND THE SARCOPHAGUS

Be careful as you run through the cave; a portion of the ground gives way to a spike trap. Keep an eye out for collectibles throughout the crypt. Squeeze through a narrow opening, then scramble through the short tunnel. Search the room ahead for valuables before following the right corridor into a tall chamber.

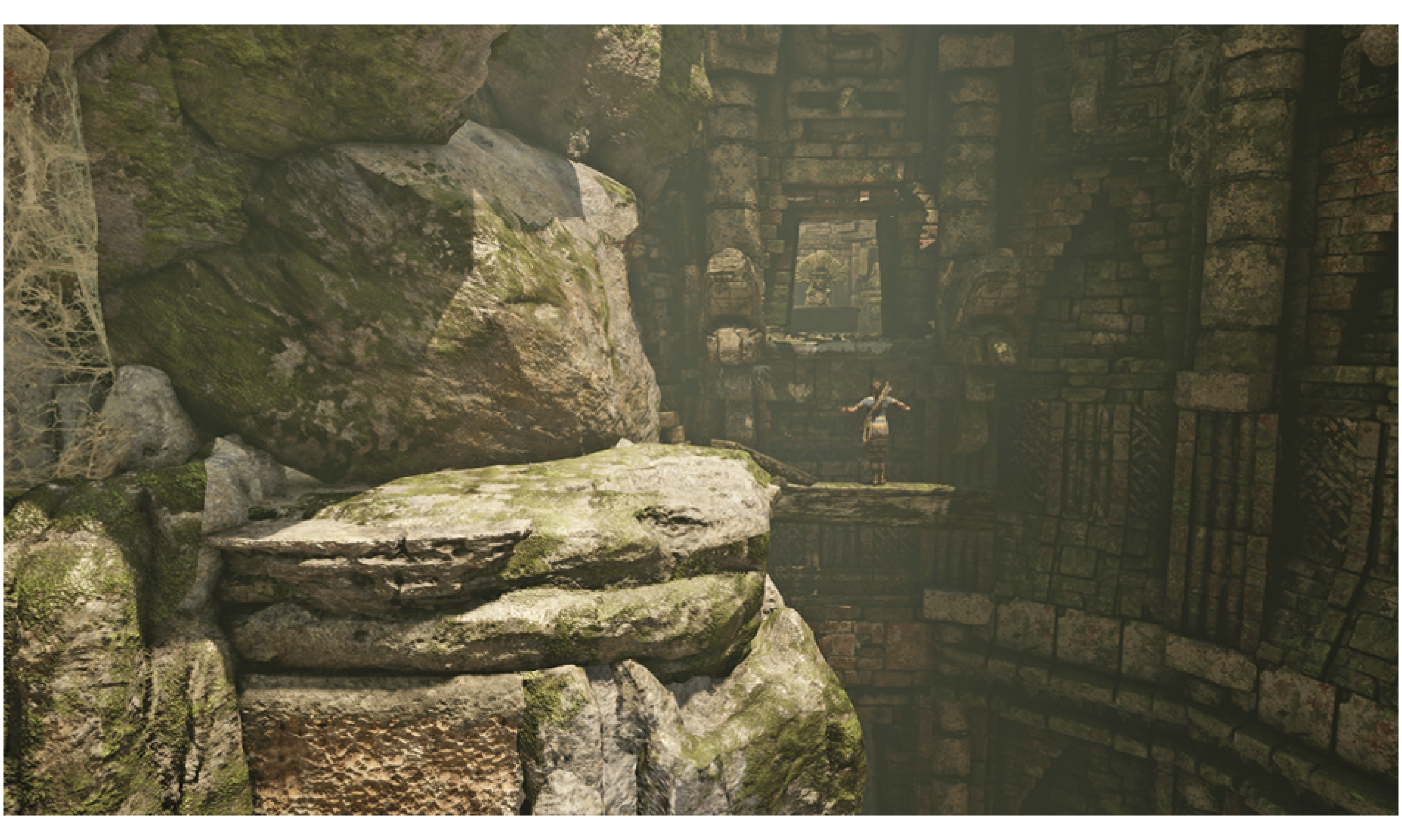


The sarcophagus is visible through the doorway ahead, but it's inaccessible from your location. Drop all the way down to the ground, examine the Mural, then bust through the weak wall.



Jump straight out over the spike trap and throw the Grapple Axe. This swings you over to the next doorway; pull up before falling to your doom. Descend the stairs straight ahead and search the room.

Return to the previous room. Scramble and climb up the left wall to reach a high rock platform. Walk out onto the beam and leap to the doorway. Loot the sarcophagus before approaching the doorway beyond.

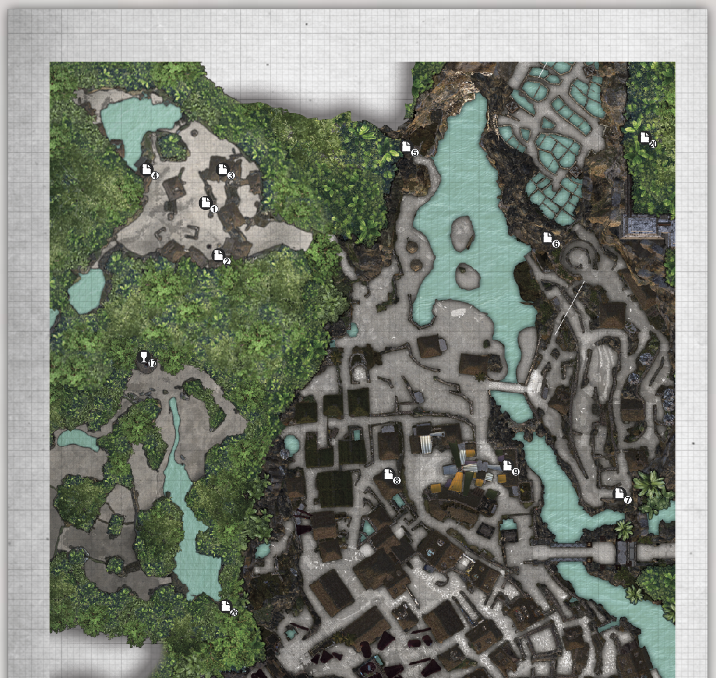


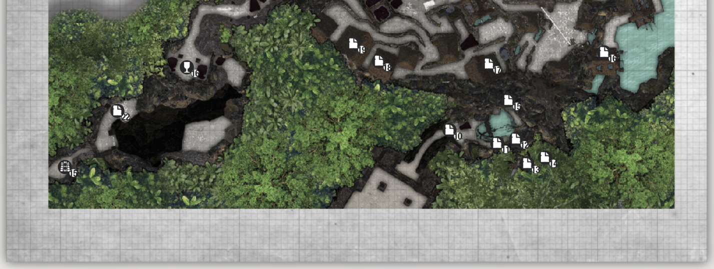
EXIT THE CRYPT

Tether a rope between the post and the coil ahead. Crawl across the rope and exit the crypt the way you came in. Be sure to dive off the wood platform for the "High Diving" challenge.

Chapter 4: Hidden city

Hidden City - Artifacts





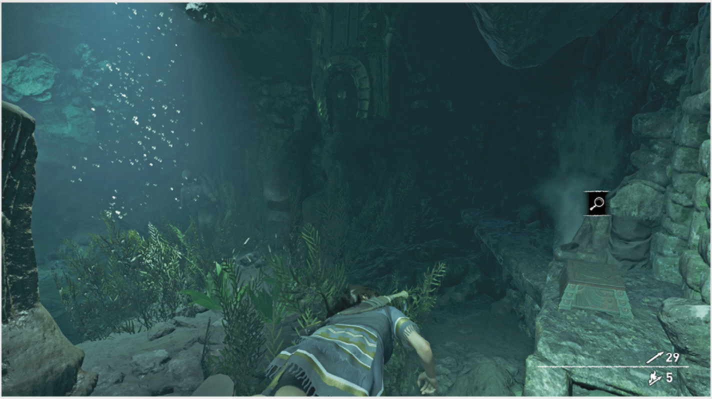
RELICS

01 RELIC

LORD AND LADY OF THE DEAD

- **Dialect: Yucatec**
- **Nearest Camp: Abandoned Village**

Inside the Crypt, after diving down into the water, Lara must squeeze through a small opening. Head to the left and then straight after passing through. Just after the second trapped air is this Relic, next to a sunken golden statue.

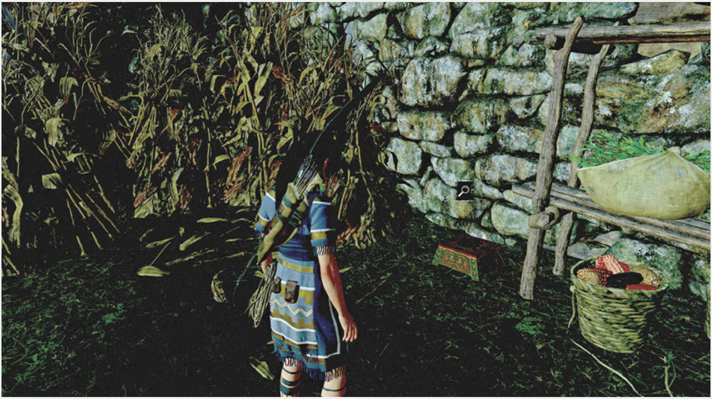


02 RELIC

METATL

- **Dialect: Yucatec**
- **Nearest Camp: Unuratu's Home**

Exit Unuratu's Home and enter the building immediately to your left. This Relic is inside.

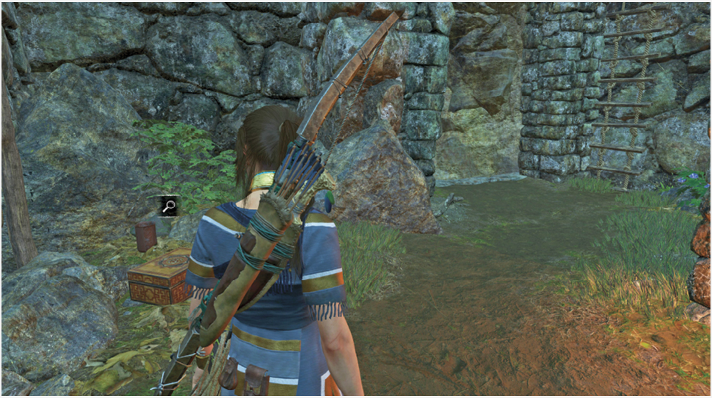


03RELIC

CHAKI TALLA

- **Dialect: Quechua**
- **Nearest Camp: Unuratu's Home**

Exit Unuratu's Home and head forward, down the nearby ladder. This Relic is right across from Lara when she reaches the bottom.

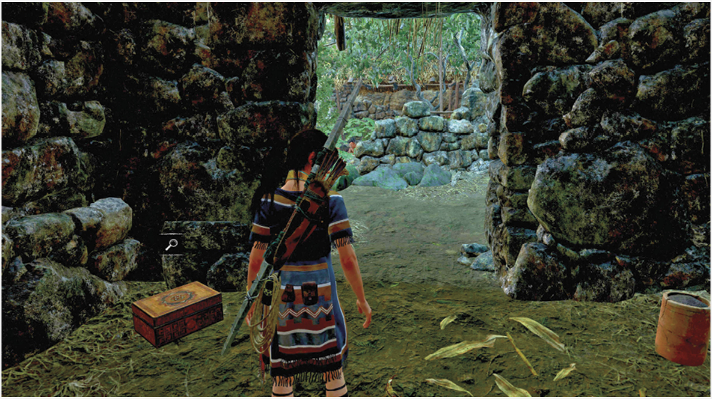


04RELIC

CH'ARKI AND CHUNOS

- **Dialect: Quechua**
- **Nearest Camp: Unuratu's Home**

Requires Upgraded Knife. Exit Unuratu's Home and head left, past Monolith 02, down the short and then long flights of stone steps. A stone hut with a barricaded door will be directly in front of you. Cut through it and the Relic is inside along with some resources.

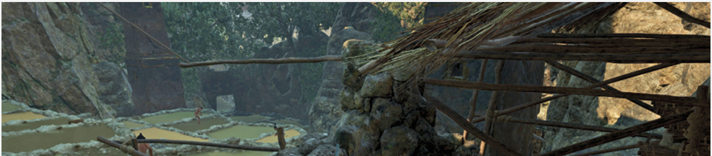


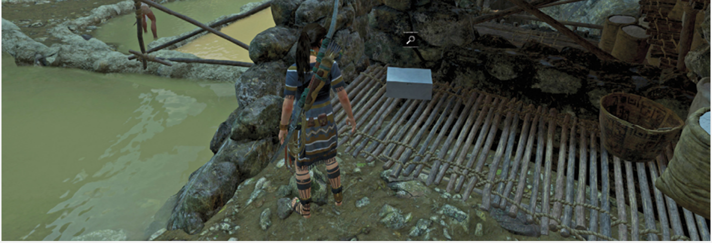
05 RELIC

PLASTIC PENGUIN

- **Dialect: N/A**
- **Nearest Camp: Unuratu's Home**

Exit Unuratu's Home and head to the right, into the large irrigated farming area. This Relic is halfway up the far wall, behind a small roofed structure.



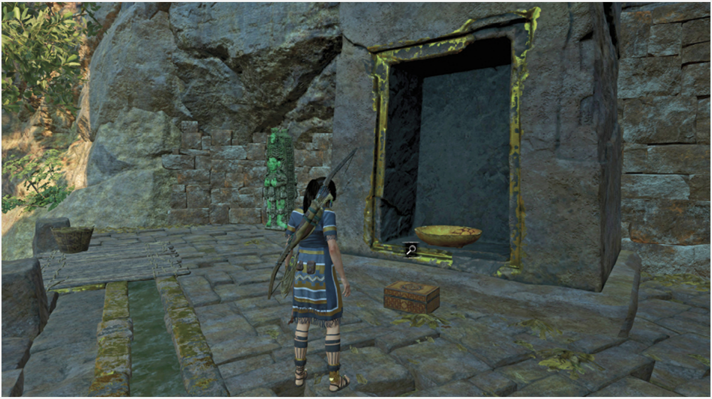


06 RELIC

URPA

- **Dialect: Quechua**
- **Nearest Camp: Unuratu's Home**

From Relic 05, head upward until you reach the top of the steps. The next Relic is near the Monolith.

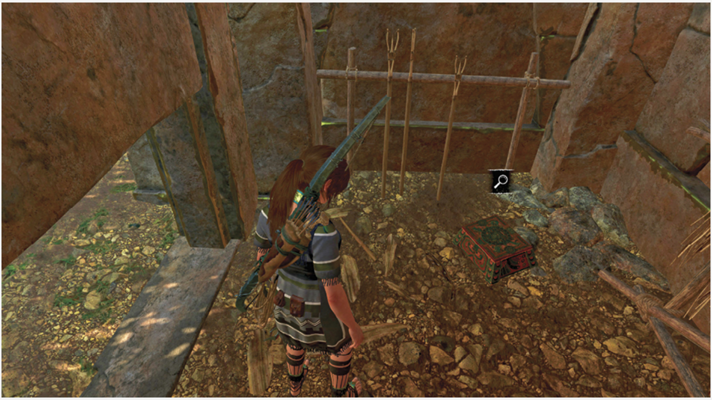


07 RELIC

CEREMONIAL PIPE

- **Dialect: Yucatec**
- **Nearest Camp: Paititi Market**

Begin to go around the corner from the female mechant, as if to leave the marketplace. There is a small opening in the structure next to her which Lara can crouch under. The Relic is inside, next to some jade.

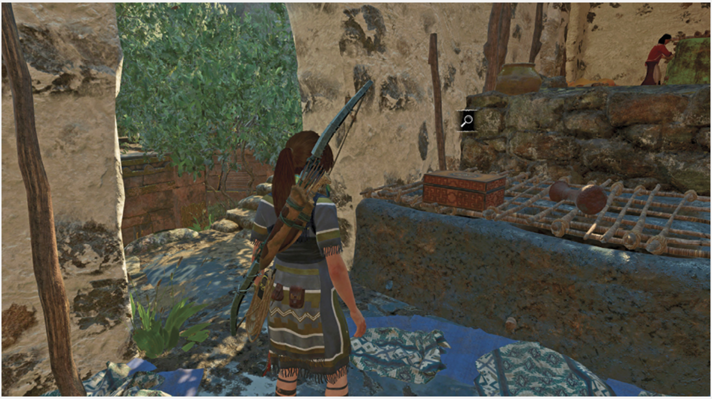


08 RELIC

CHUSPAS

- **Dialect: Quechua**
- **Nearest Camp: Paititi Market**

Head up the steps next to the Base Camp and turn right at the first opportunity. The Relic will be just inside, on a table.

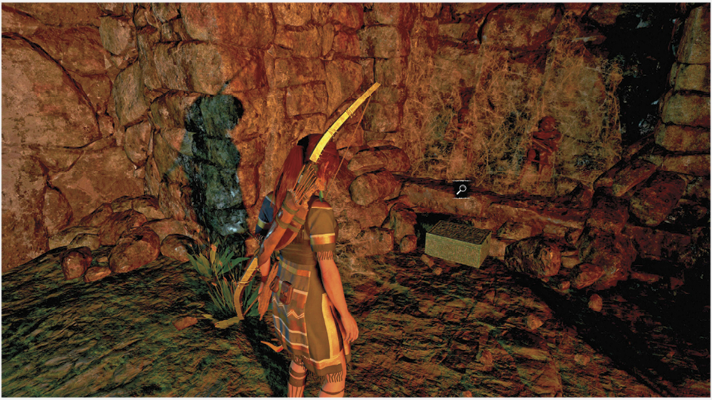


09 RELIC

BURIAL MASK

- **Dialect: MAM**
- **Nearest Camp: Paititi Market**

From the Base Camp, face the white walls with blue streaks next to the stairway leading to Relic 08. Head right instead, and go up the small staircrase just after the passageway through the hole in the stone. Continue up these stairs into the caves, crossing the water around the Explorer Backpack and to the wall on the right that Lara can climb up. There is a low path that Lara can pass through while crouching, and the Relic is on the other side.

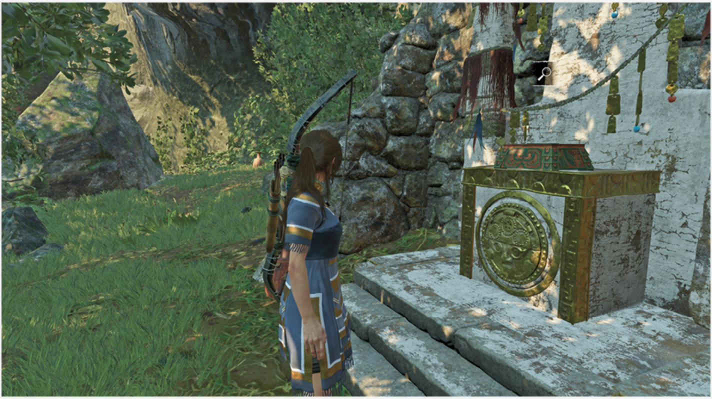


10 RELIC

INCENSE BURNER

- **Dialect: Yucatec**
- **Nearest Camp: Temple District**

Locate the craggy wall next to the Base Camp and climb up. The Relic is down the path in a small shrine to the left.

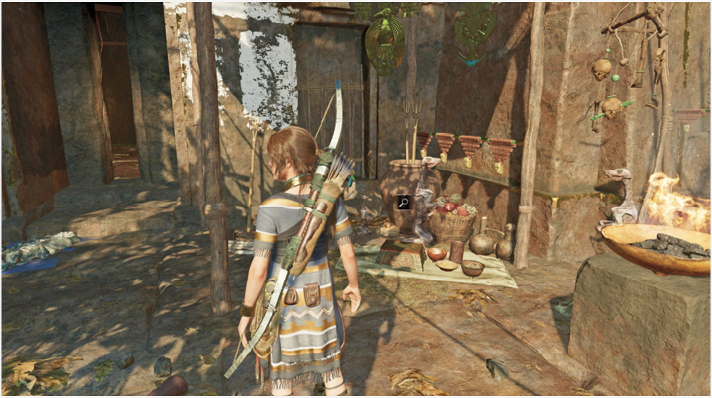


11 RELIC

WHISTLE

- **Dialect: Yucatec**
- **Nearest Camp: Temple District**

This Relic is just up the steps from the Base Camp, before entering the temple.

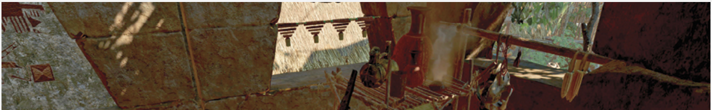


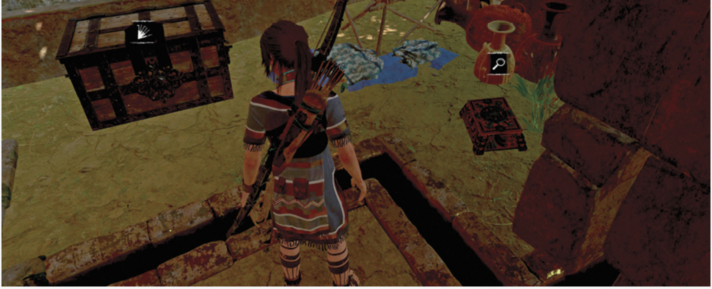
12 RELIC

PATOLLI MAT

- **Dialect: Yucatec**
- **Nearest Camp: Temple District**

From the Base Camp, face the temple and then head to the left. At the stone steps leading up, turn to the left and go down a few steps. The building to the right is the same one where Pisco from the “Skill of the Player” side mission is found. The Relic is inside, next to a Treasure Chest.



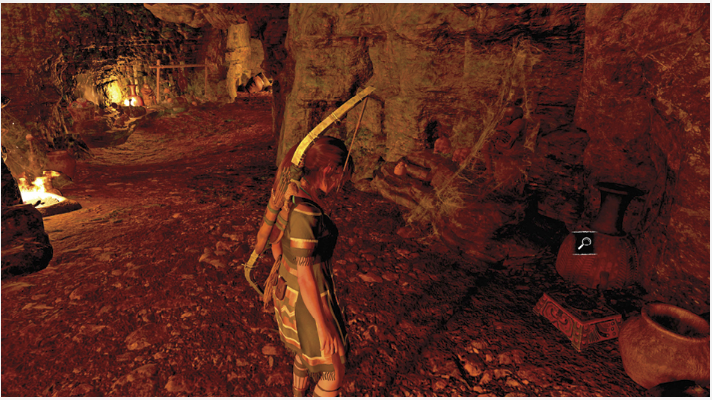


13 RELIC

MASK OF THE GOD

- **Dialect: Yucatec**
- **Nearest Camp: Temple District**

From the Base Camp, head left and up the stairs, past the building where Relic 12 was found. Continue in this direction for as far as you can go. When Lara can either head to the left down stairs, or right, into a cave, go into the cave. The Relic is on the ground toward the end of the tunnel.

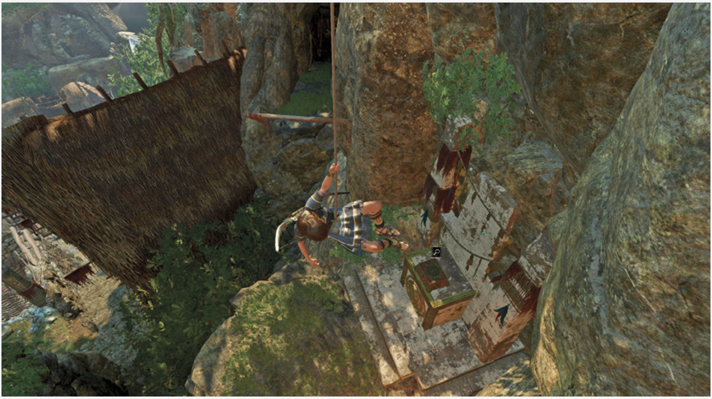


14 RELIC

CEREMONIAL TORCH

- **Dialect: Yucatec**
- **Nearest Camp: Temple District**

From the tunnel where Relic 13 was found, head out in the direction of the steps going down, toward the docks far below. Just before the steps, however, there is a craggy wall to the right. Climb up it, and then turn to the left to find another craggy wall next to the Mural. Ascend the wall and move around the corner until you can rappel down where the Relic awaits.

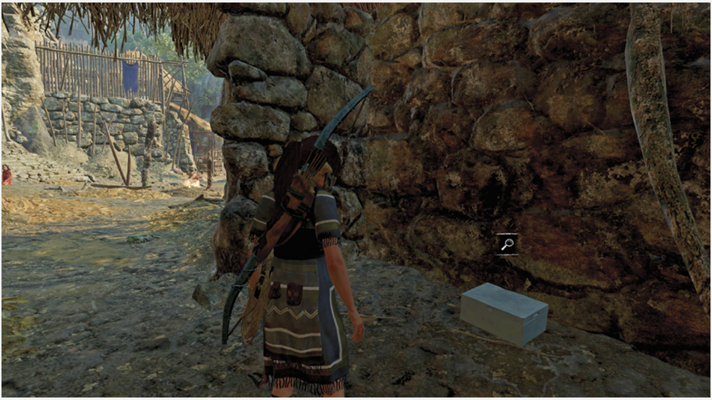


15 RELIC

DISMANTLED RADIO

- **Dialect: N/A**
- **Nearest Camp: Village Caves**

Requires Upgraded Knife. From the Base Camp, head forward down the stairs and turn to the right. There will be a braided barricade. Cut it down and the Relic is inside.

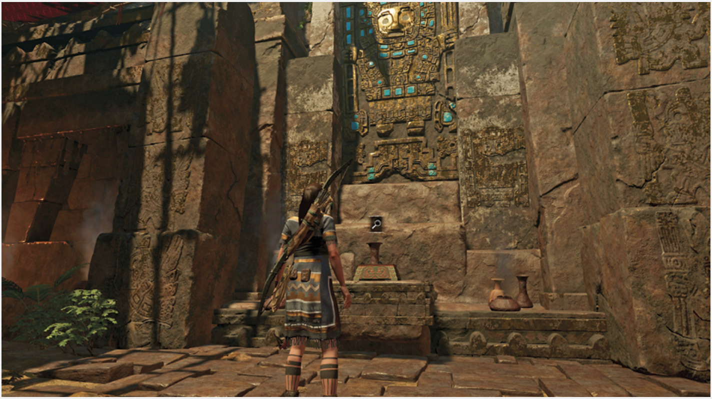


16 RELIC

MACUAHUITL

- **Dialect: Yucatec**
- **Nearest Camp: Temple District**

Enter the temple from the Base Camp and head inward. The Relic is straight ahead in the second room.

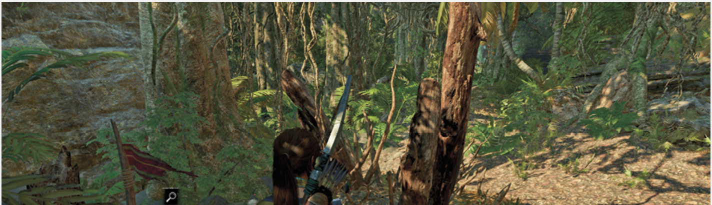


17 RELIC

BEAST EFFIGY

- **Dialect: Yucatec**
- **Nearest Camp: Wild Jungle**

From the Base Camp head northwest on the map until you reach the end of the jungle. There will be a circular man-made area with this Relic in one of the corners.

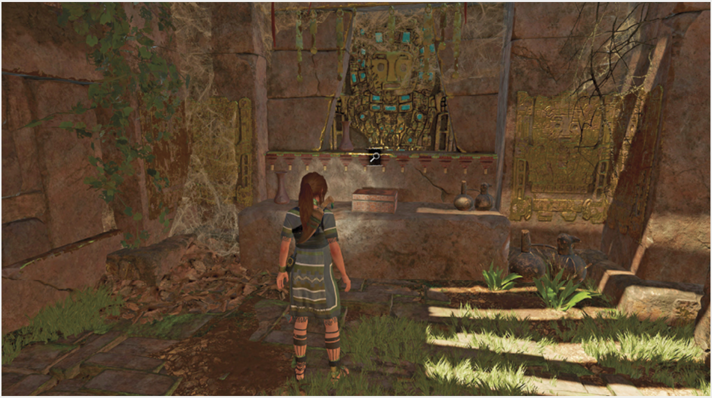


18 RELIC

GOLDEN EFFIGY

- **Dialect: Quechua**
- **Nearest Camp: Fishing District**

This Relic is found in the Crypt that is part of the “Draw Weight Heavily” side mission. From the location of Mural 18, head left through the wall that needs to be pried open, past two spear traps. This Relic is in the next room, on the right.



19 RELIC

ARROW

- **Dialect: Quechua**
- **Nearest Camp: Wild Jungle**

This Relic is found at the entrance to the Ollanta, the Potter Crypt, on the ground to the right before passing through the narrow hole in the wall on the left.

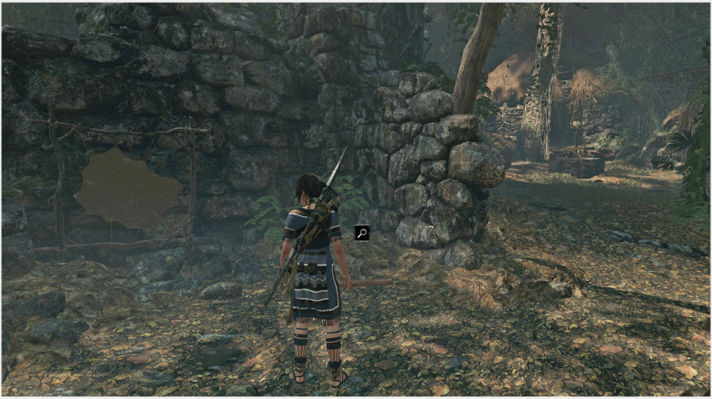
DOCUMENTS

01 DOCUMENT

FAWCETT'S LEGACY

- **Dialect: N/A**
- **Nearest Camp: Abandoned Village**

From the Base Camp, head around the nearest building, down to small flights of stone steps, and to the left, where this Document is found next to some stretched-out hide.

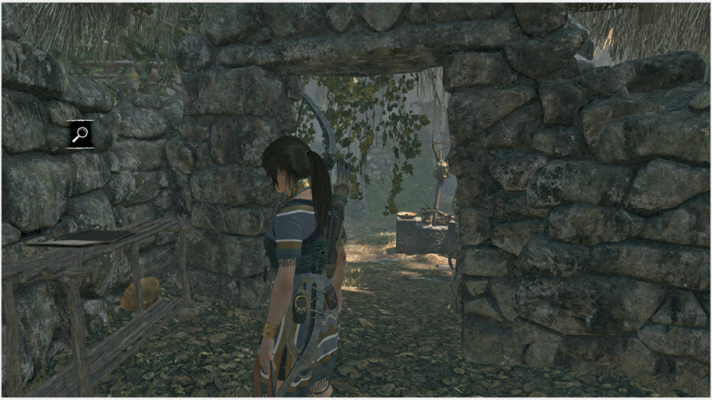


02 DOCUMENT

LOPEZ'S ARRIVAL

- **Dialect: N/A**
- **Nearest Camp: Abandoned Village**

Requires Ascender. From Document 01, continue straight ahead until you reach a walled off area with a roped barricade in front of you and a braided rope barricade to your right. The Document is behind the barricade requiring the Ascender. On the map it is the south-most point, directly in the bottom middle of the Abandoned Village.

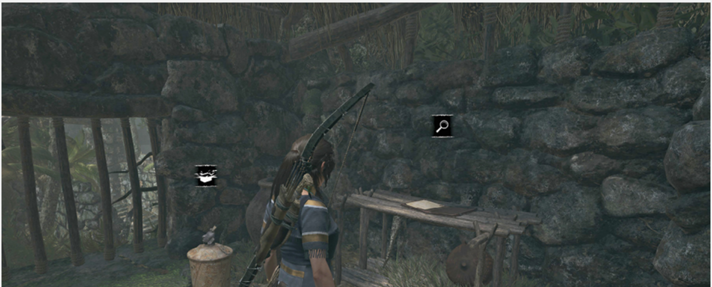


03 DOCUMENT

COVERING THE TRACKS

- **Dialect: N/A**
- **Nearest Camp: Abandoned Village**

Requires Ascender. In the upper middle of the Abandoned Village there is a narrow path leading down to the water. A roped barricade is to the left, just before the stone archway leading to the path. The Document is behind the barricade.

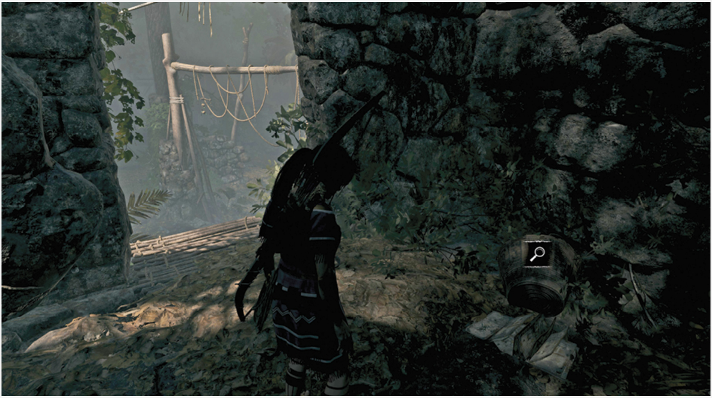


04 DOCUMENT

EXPEDITION REPORT

- **Dialect: Yucatec**
- **Nearest Camp: Abandoned Village**

From the Base Camp, head into the village down the first flight of stone steps, then turn left and jump to climb up into the building. Shoot a rope line across to the far building. This Document is inside that building.

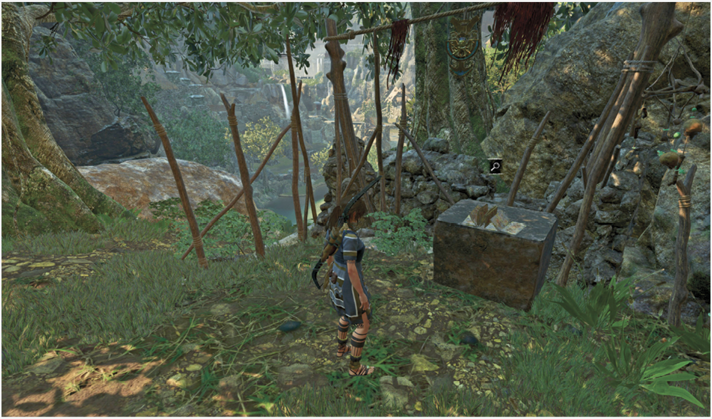


05 DOCUMENT

THE FIRST EMPEROR

- **Dialect: Quechua**
- **Nearest Camp: Fishing District**

There is a large tree next to the Base Camp. Climb up it, then jump onto the ledges on the mountain. Continue on the path until you pull yourself up and cross a tree being used as a bridge to a new area. The Document is in this area, to your left.

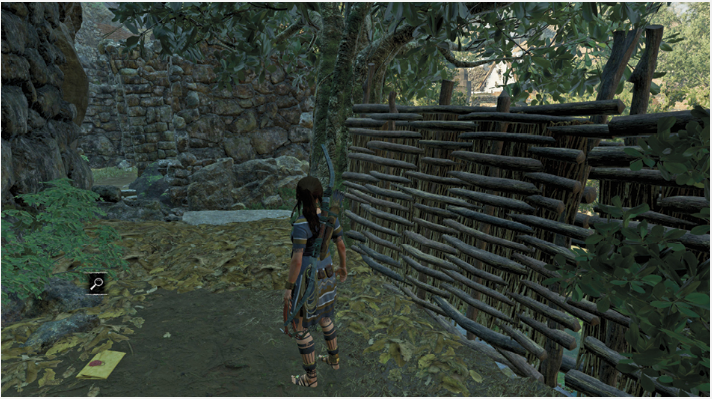


06 DOCUMENT

EL DORADO

- **Dialect: N/A**
- **Nearest Camp: Unuratu's Home**

Exit Unuratu's Home and go forward until the path leads down to a ladder, to the right of the zipline. Go down the ladder and to the right. A few steps away there are ledges that you can jump and climb up to reach a small, elevated area. The Document is in this area.

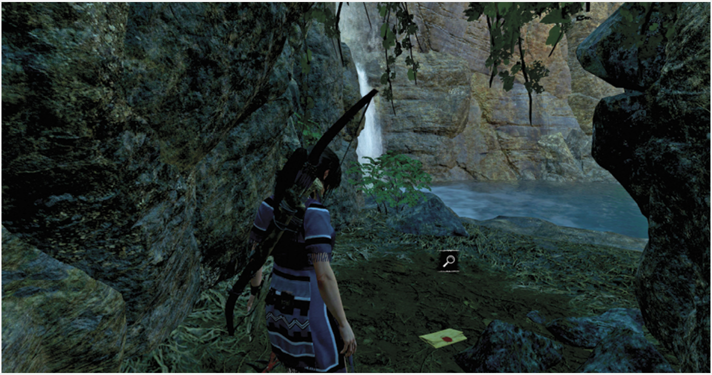


07 DOCUMENT

JOURNAL OF T. SERRANO 4

- **Dialect: N/A**
- **Nearest Camp: Unuratu's Home**

Exit Unuratu's Home and head to the left as far as you can, passing Monolith 02, Relic 04, and Mural 02. At the dead end next to the Mural, turn to the right and head down the steps, then to the left where you find a hidden area near the waterfall. This Document is inside, next to an Explorer Backpack.

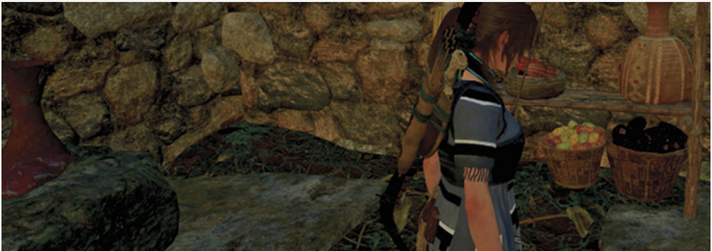


08 DOCUMENT

AMARU'S GRIP

- **Dialect: Quechua**
- **Nearest Camp: Paititi Market**

From the Base Camp, head to the right, past the marketplace until you see stone stairways to the left. Go up the first three stairways and turn left at the first opportunity. This Document is inside the building to the left.

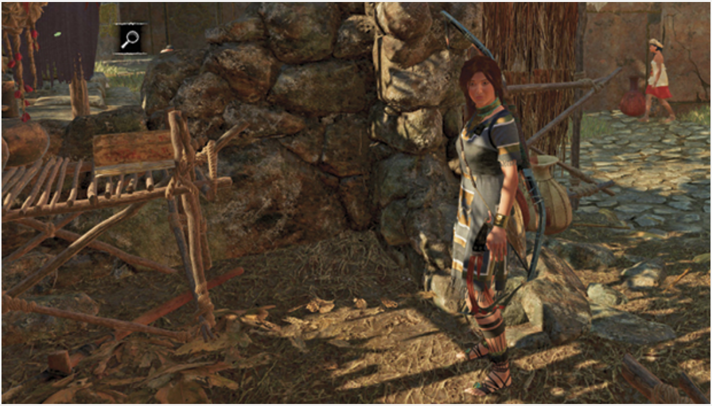


09 DOCUMENT

FAMINE

- **Dialect: Quechua**
- **Nearest Camp: Paititi Market**

This Document is found under the same roof as the male merchant, to his far left.

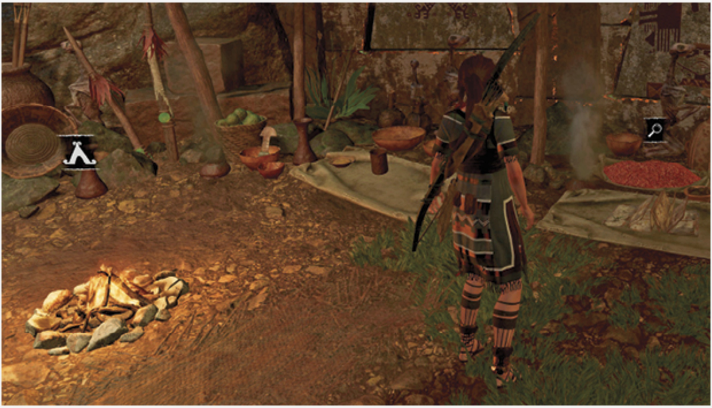


10 DOCUMENT

CONTRACT

- **Dialect: Yucatec**
- **Nearest Camp: Temple Path**

This Document is directly next to the Base Camp.

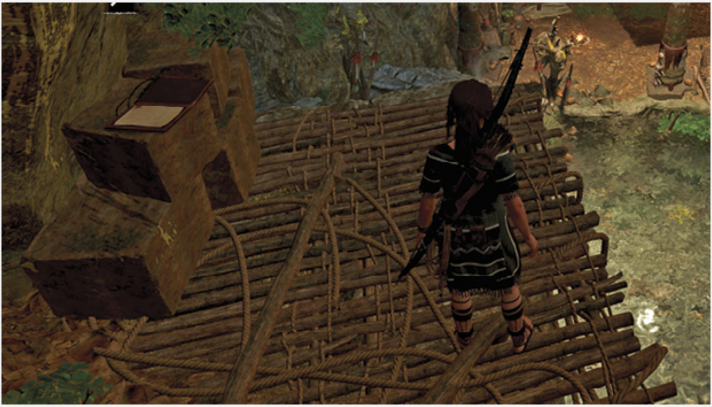


11 DOCUMENT

DISEASE AND DEATH

- **Dialect: N/A**
- **Nearest Camp: Temple Path**

From the Base Camp, head up the stone path to find this Document.

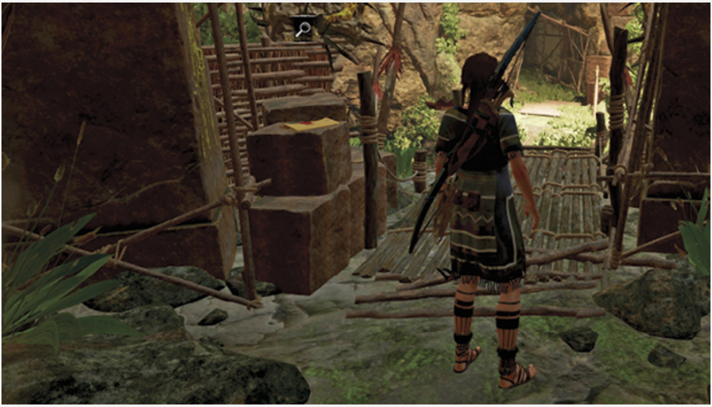


12 DOCUMENT

JOURNAL OF T. SERRANO

- **Dialect: N/A**
- **Nearest Camp: Temple Path**

Continuing from Document 11 up the path to the Temple of the Sun, this Document is found just before the large gap over the water, across from the wall that must be opened.

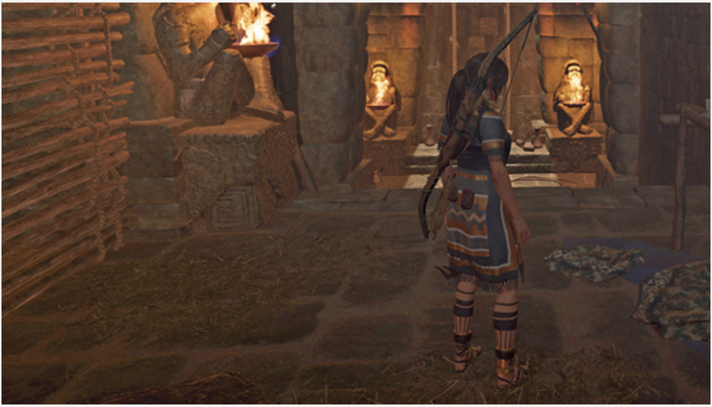


13 DOCUMENT

THE MONKEY TWINS

- **Dialect: MAM**
- **Nearest Camp: Temple of the Sun**

From the Base Camp, descend the broken ladder and head straight to the very entrance of the Tomb. The Document is to Lara's left.

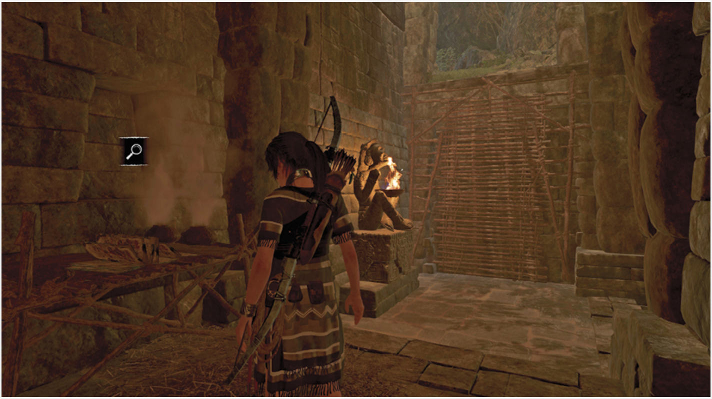


14 DOCUMENT

THE PADDLER GODS

- **Dialect: MAM**
- **Nearest Camp: Temple of the Sun**

This Document is on a table several steps from the exit leading out of the Tomb and into the jungle area above.

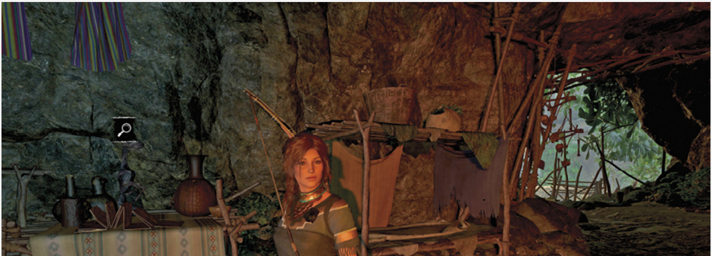


15 DOCUMENT

UNURATU'S CORONATION

- **Dialect: Quechua**
- **Nearest Camp: Village Caves**

From the Base Camp, head inside the cave and this Document is on a table, across from a rebel villager.

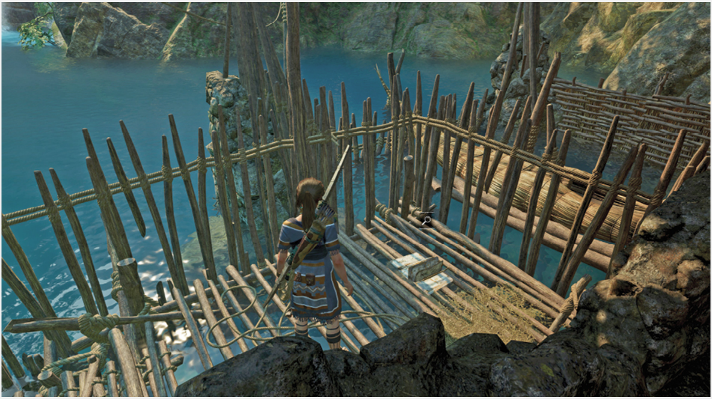


16 DOCUMENT

EPIDEMIC

- **Dialect: Yucatec**
- **Nearest Camp: Village Caves**

From the Base Camp, head to the right and down to docks. The Document is at the south end of the docks.

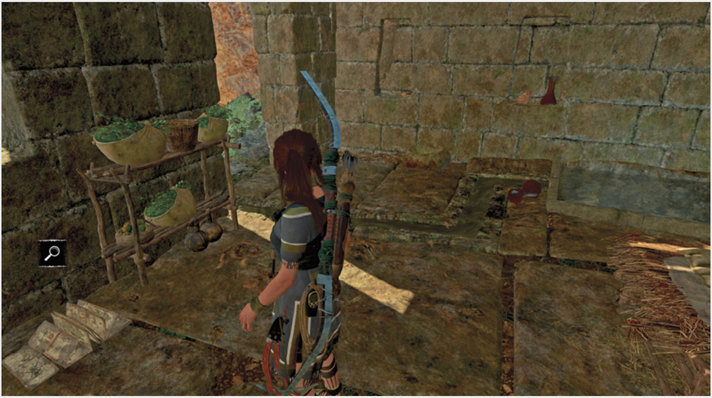


17 DOCUMENT

DEVILS IN THE DARK

- **Dialect: Yucatec**
- **Nearest Camp: Village Caves**

From the Base Camp, head to the left, climb up the levels that the water is coming down from. Once you can't climb farther and the water pathway leads farther into the village, head away from it and go up the stairs to the left. At the first entrance, turn left and go past the two villagers under the red fabric into the structure. The Document is in this room, across from the water source that leads to the Temple of the Sun.

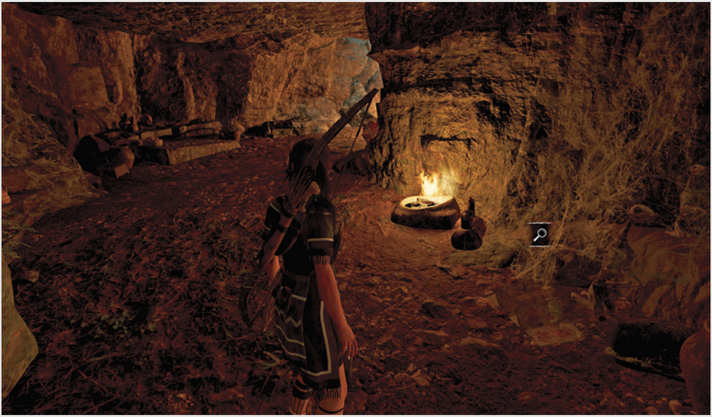


18 DOCUMENT

REBIRTH AND RESETTLEMENT

- **Dialect: Quechua**
- **Nearest Camp: Village Caves**

From the building that housed Document 17, head up the stone steps as far as possible, directly into an underground tunnel. This Document is between the Relic and Mural.

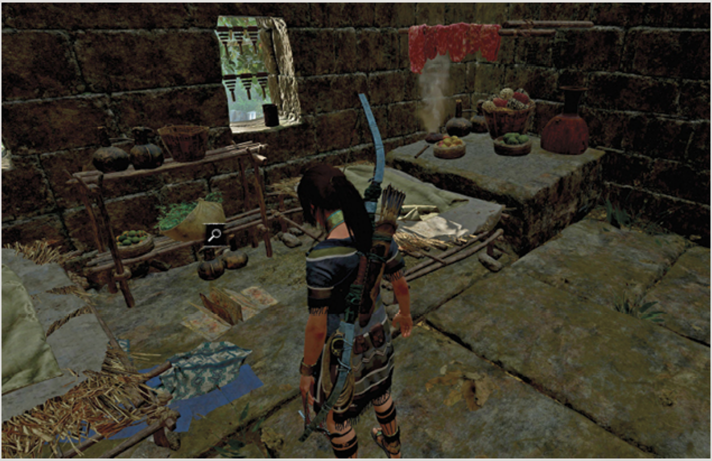


19 DOCUMENT

TWO PEOPLE AS ONE

- **Dialect: Quechua**
- **Nearest Camp: Village Caves**

From Document 17, head up the steps to the tunnel where Document 18 is found. Before going inside, there is a craggy wall to the left, at the top of the steps. Climb it, and then turn right and go into the building down the path. This Document is inside.

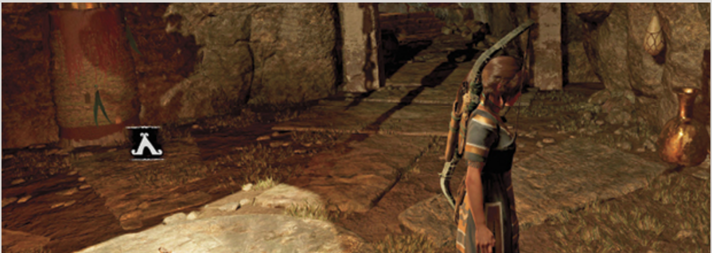


20 DOCUMENT

JOURNAL OF T. SERRANO 3

- **Dialect: N/A**
- **Nearest Camp: Unuratu's Home**

This Document is directly next to the Base Camp.

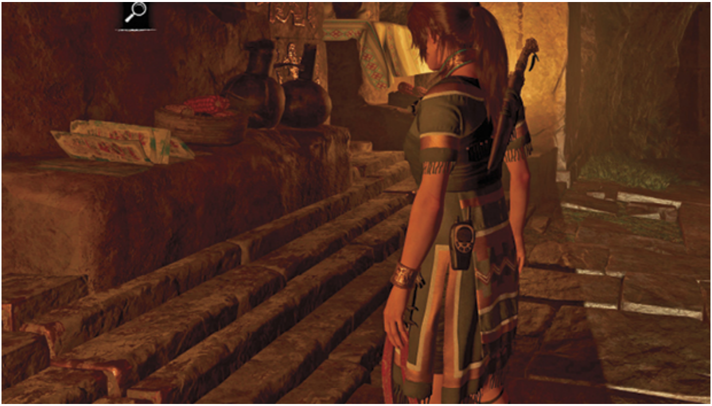


21 DOCUMENT

TROUBLED LANDS

- **Dialect: MAM**
- **Nearest Camp: Temple District**

This Document is to the left immediately upon entering the temple.

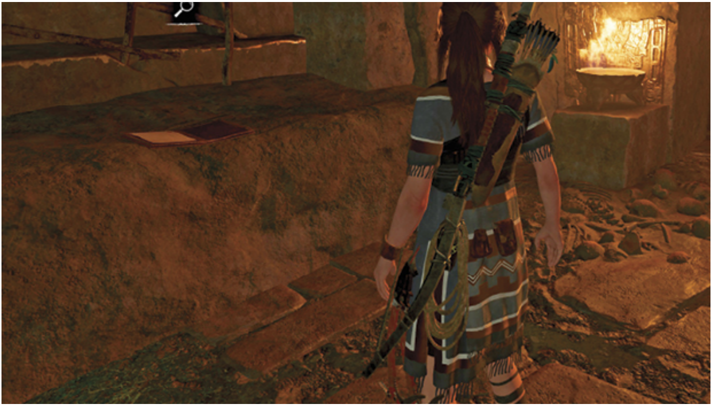


22 DOCUMENT

TRINITY LANDS

- **Dialect: N/A**
- **Nearest Camp: Belly of the Serpent**

Head up the steps from the Base Camp and the Document is directly ahead.

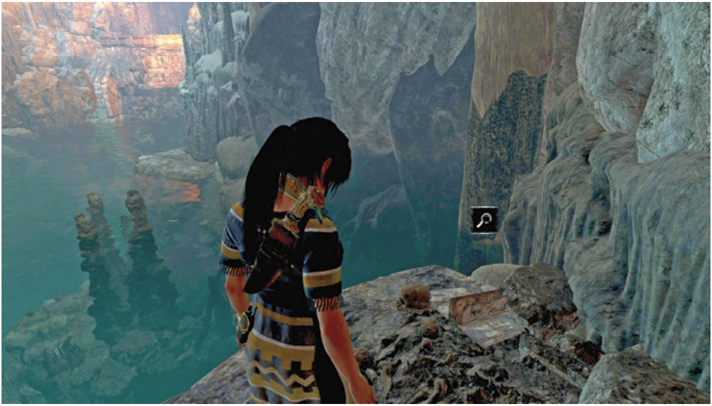


23 DOCUMENT

WARRIORS OF KUKULKAN

- **Dialect: Yucatec**
- **Nearest Camp: Ossuary**

From the Base Camp, pass through the small doorway with the obsidian blades. From the serpenthead statue used to activate the mechanisms in the room, drop down to the ledge below where this Document is found. Alternately, you can dive into the water and climb up the ledge instead, but beware of the current.

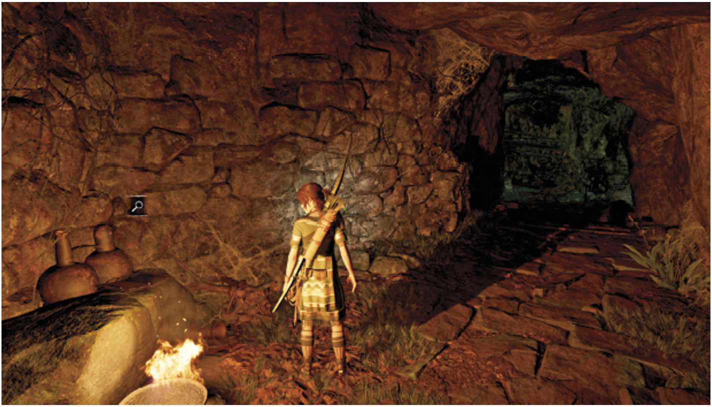


24 DOCUMENT

THE CULT'S CONTROL

- **Dialect: N/A**
- **Nearest Camp: Fishing District**

This Document is just within the entrance of the Crypt that is part of the "Draw Weight Heavily" side mission. After entering the cave, you'll pass a spear trap and jump over a spike trap, and the Document will be on the right.

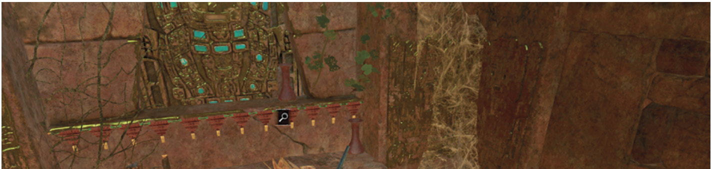


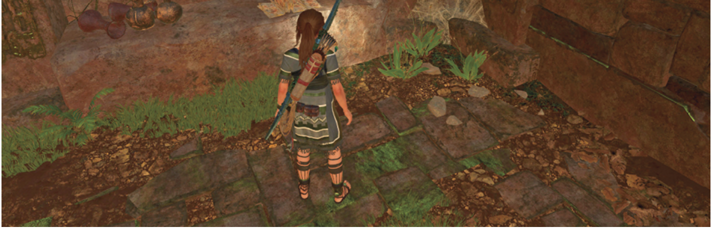
25 DOCUMENT

PROTECTION

- **Dialect: Quechua**
- **Nearest Camp: Fishing District**

This Document is directly across from Relic 28, in the same room.



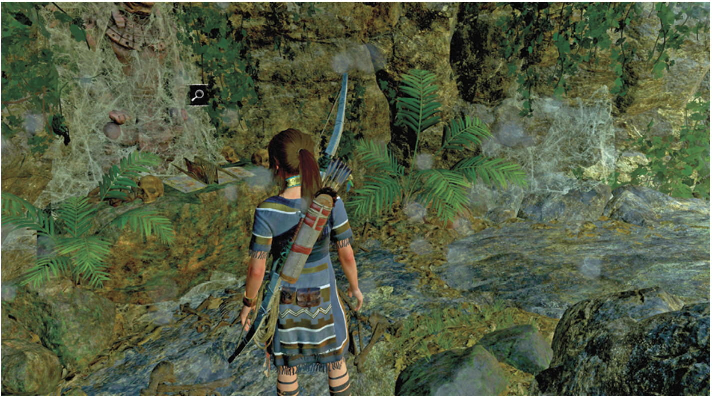


26 DOCUMENT

WARNING

- **Dialect: Quechua**
- **Nearest Camp: Wild Jungle**

This Document is found on the path to the Ollanta, the Potter Crypt. After climbing up the tree from the plunge pool and continuing to the walkway, this Document will be against the wall on the left.

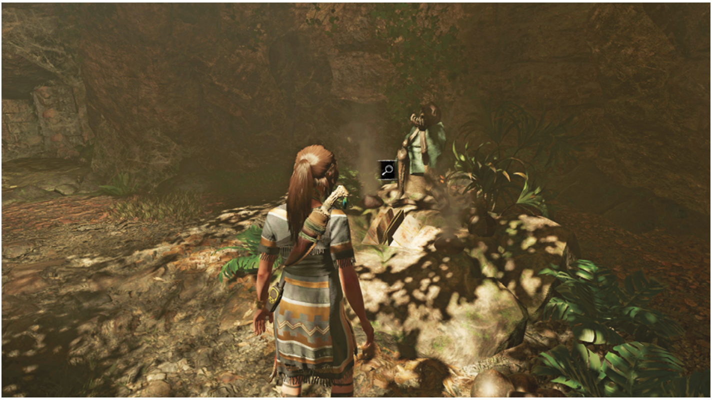


27 DOCUMENT

MORE QUESTIONS

- **Dialect: Quechua**
- **Nearest Camp: Wild Jungle**

This Document is found at the entrance to the Ollanta, the Potter Crypt, just after passing through the narrow hole in the wall near Relic 19.

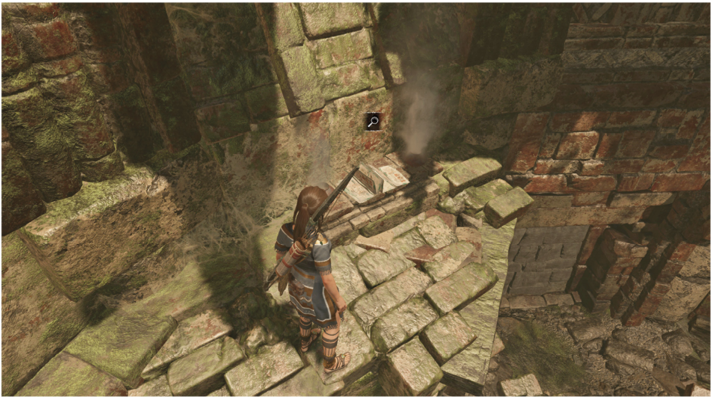


28 DOCUMENT

MERCHANT SACRIFICE

- **Dialect: MAM**
- **Nearest Camp: Wild Jungle**

This Document is found in the Ollanta, the Potter Crypt. At the bottom of the chamber where Mural 19 is found, there will be a wall that can be pried open. To the left of it is a wall which Lara can scramble up to reach the Document on the ledge above.



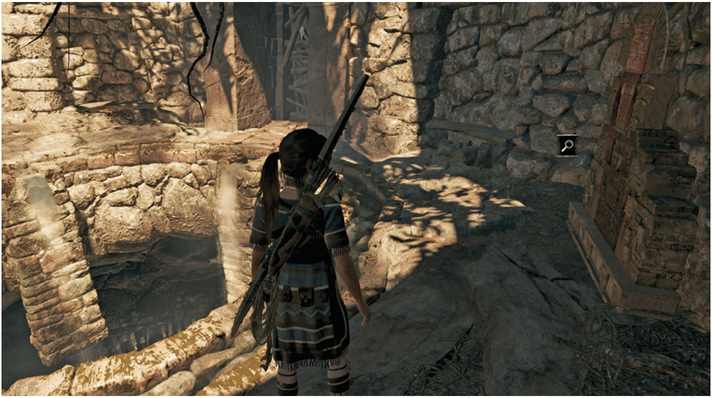
MURALS

01 MURAL

CHUKI, THE WEAVER

- **Dialect: Quechua**
- **Nearest Camp: Abandoned Village**

This Mural is found inside the Crypt, near the entrance, before diving down into the water below.

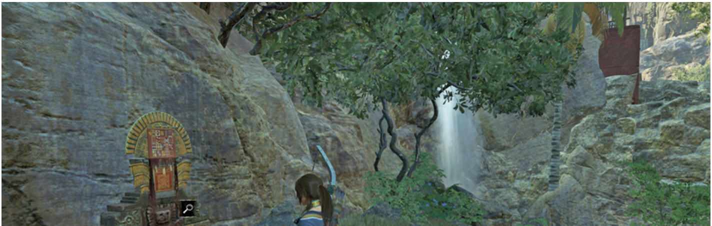


02 MURAL

BIRTH

- **Dialect: Quechua**
- **Nearest Camp: Unuratu's Home**

Exit Unuratu's Home and head to the left as far as you can, past Monolith 02 and Relic 04. This Mural is at the end of the path, overlooking the waterfall.

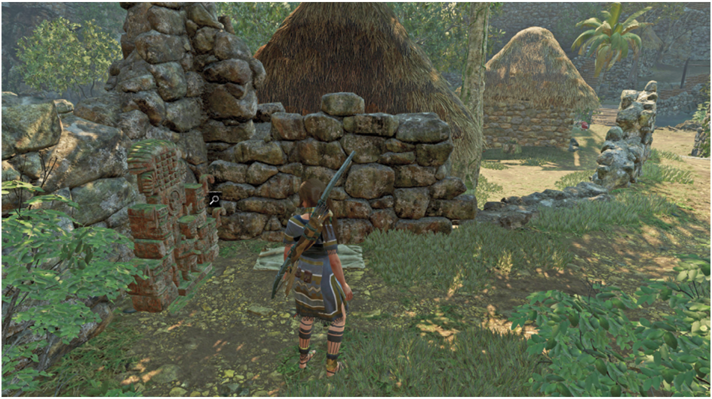


03 MURAL

FOUNDING OF PAITITI

- **Dialect: MAM**
- **Nearest Camp: Fishing District**

From the Base Camp, head into the village and walk (or jump) up the path with the rows of cornstalks, then turn to the left. The Mural is around the corner, alongside the stone wall.

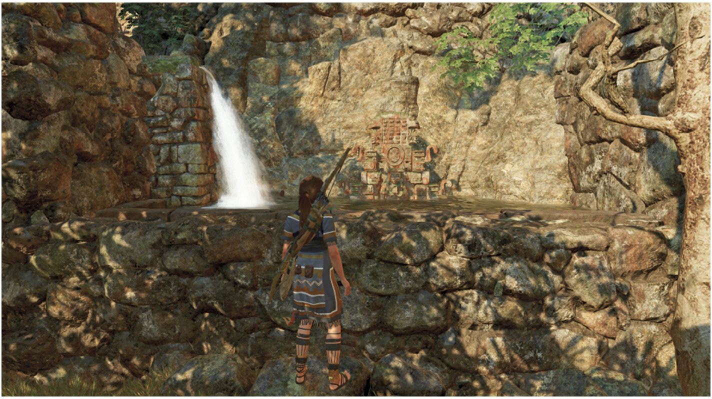


04 MURAL

SHIELDING THE SERPENT

- **Dialect: MAM**
- **Nearest Camp: Paititi Market**

This Mural is directly across from the market entrance closest to the Base Camp (and farthest away from the two merchants who sell to Lara).

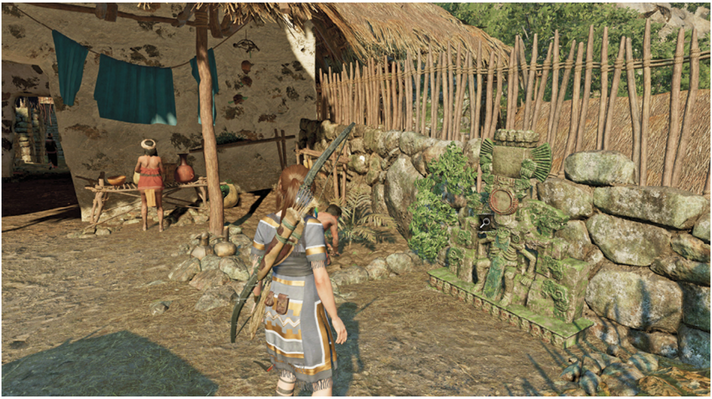


05 MURAL

FIRST CONTACT

- **Dialect: Yucatec**
- **Nearest Camp: Temple District**

Head down the two sets of stairs across from the temple entrance and continue forward until Lara can go straight no farther. The Mural is on her left.

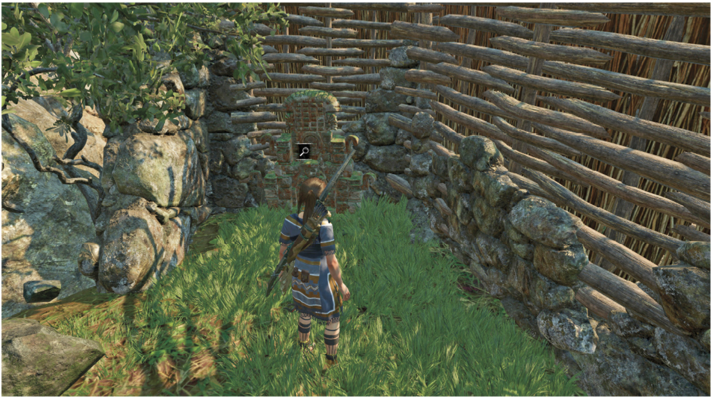


06 MURAL

SILVER-CROWNED MOUNTAIN

- **Dialect: MAM**
- **Nearest Camp: Temple District**

There is a craggy wall next to the temple, several feet away from the Base Camp. Climb it and then head to the right. The Mural is at the end of the path, to the right of a small pond.

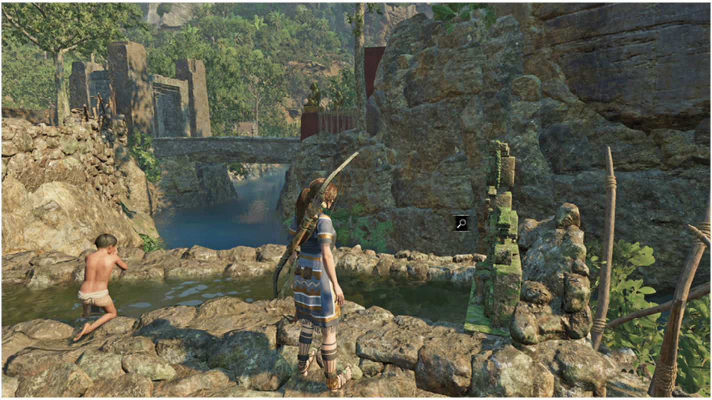


07 MURAL

DEADLY EARTH MOTHER

- **Dialect: Yucatec**
- **Nearest Camp: Paititi Market**

Head toward the fishing docks south of the bridge leading to Upper Paititi. The Mural is at the top of the hill, just before the entrance into the building where the fishing boats are being constructed.

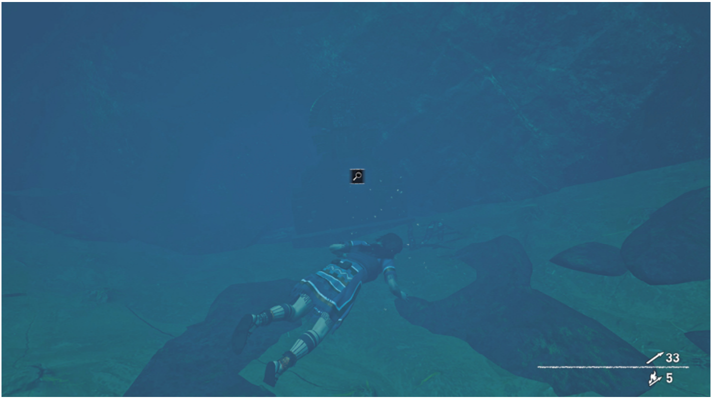


08 MURAL

VIRACOCHA

- **Dialect: Quechua**
- **Nearest Camp: Paititi Market**

From Mural 19, head through the building where the boats are housed and jump into the water. The Mural is slightly to the left, at the bottom, next to the wall.

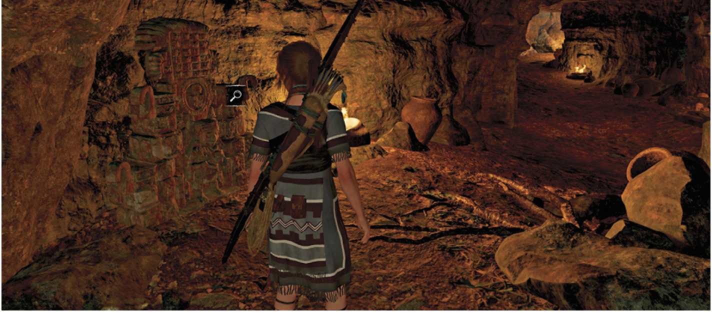


09 MURAL

GOD OF LEARNING

- **Dialect: MAM**
- **Nearest Camp: Temple District**

From the Base Camp, head left and up the stairs, past the building where Relic 12 was found. Continue in this direction for as far as you can go. When Lara can either head to the left down stairs, or right, into a cave, go into the cave. The Mural is just inside the entrance.

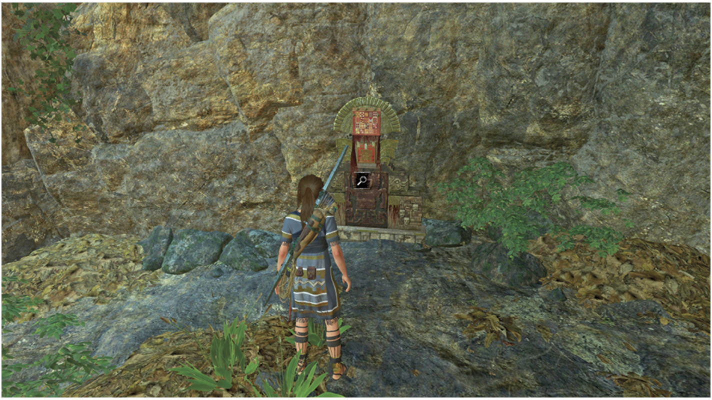


10 MURAL

CIVIL WAR

- **Dialect: Quechua**
- **Nearest Camp: Temple District**

From Mural 04, step outside the tunnel and immediately climb up the craggy wall to the right. This Mural is right in front of you.

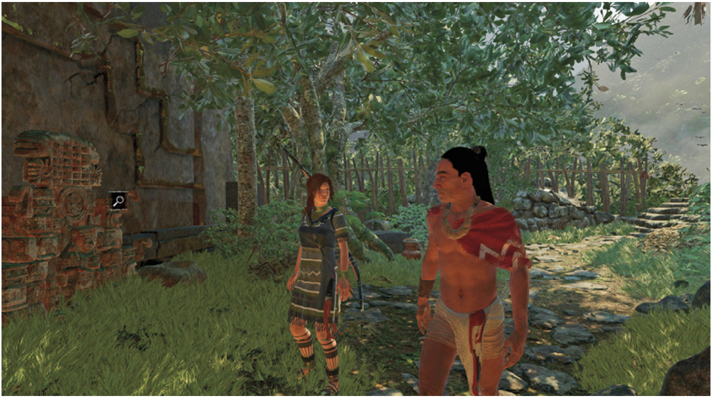


11MURAL

BOUND TO WANDER

- **Dialect: MAM**
- **Nearest Camp: Temple District**

From the Base Camp, head past the temple and up the stairs near the mountain wall. Continue along this path and when it opens up into a small area, just before the next set of stairs, the Mural is on the left.

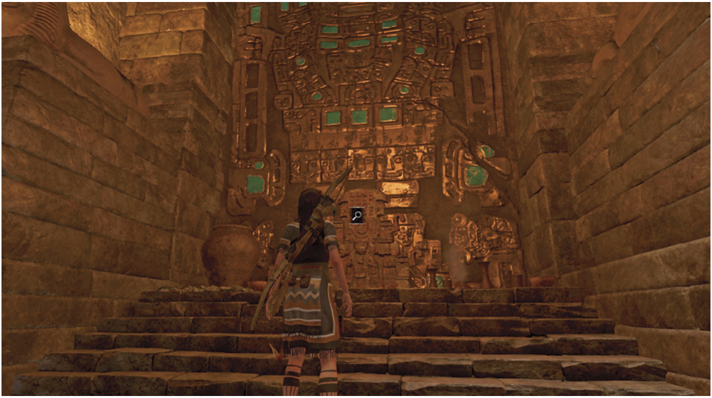


12 MURAL

TEMPLE OF THE SUN

- **Dialect: MAM**
- **Nearest Camp: Temple of the Sun**

From the Base Camp, exit the room by jumping across to the craggy wall and rappelling down. The Mural is up the stairs from where you land.

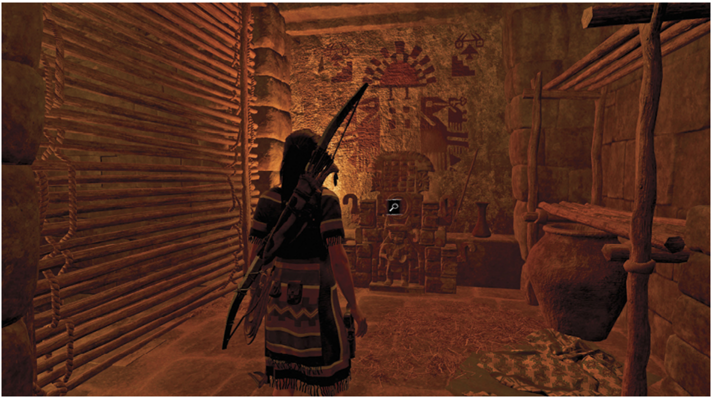


13 MURAL

MIRRORS

- **Dialect: Yucatec**
- **Nearest Camp: Temple of the Sun**

From the Base Camp, exit the room via the broken ladder, opposite the exit leading to Mural 07. Once Lara drops down, there is a flight of stairs leading down directly to this Mural.

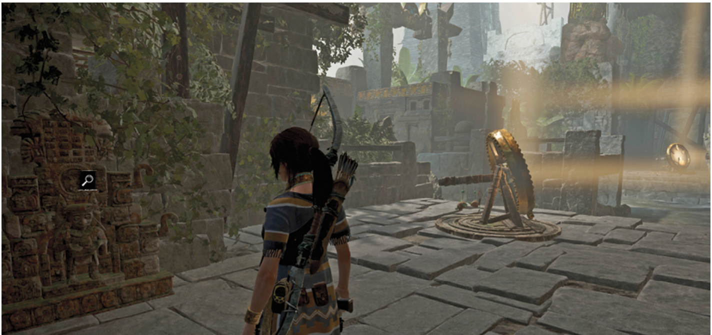


14 MURAL

FERTILITY GOD

- **Dialect: MAM**
- **Nearest Camp: Temple of the Sun**

This Mural is found next to Mirror 4 in the Temple of the Sun puzzle.

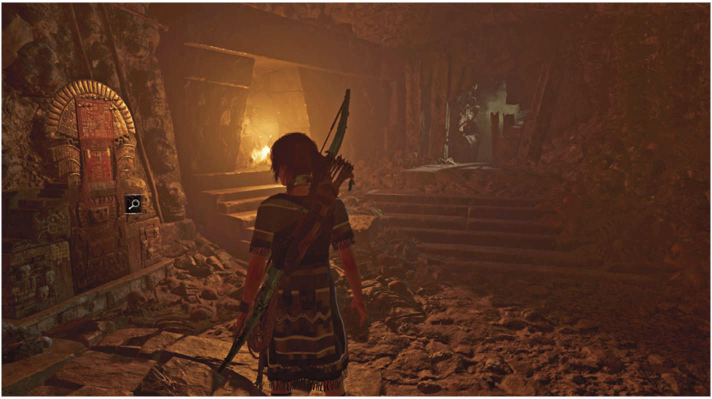


15 MURAL

UNURATU'S UPRISING

- **Dialect: Quechua**
- **Nearest Camp: Belly of the Serpent**

From the Base Camp, head up the steps and through the narrow passage to the right. The Mural is to the left in the next room.

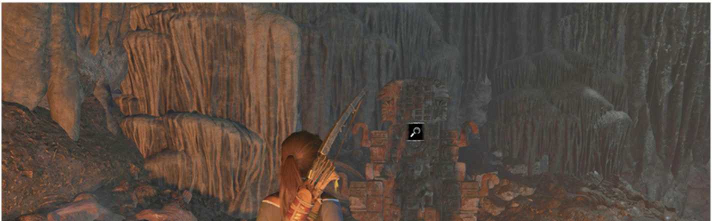


16 MURAL

MOTHER DEITY

- **Dialect: MAM**
- **Nearest Camp: Ossuary**

This Mural is several steps away from the Base Camp.

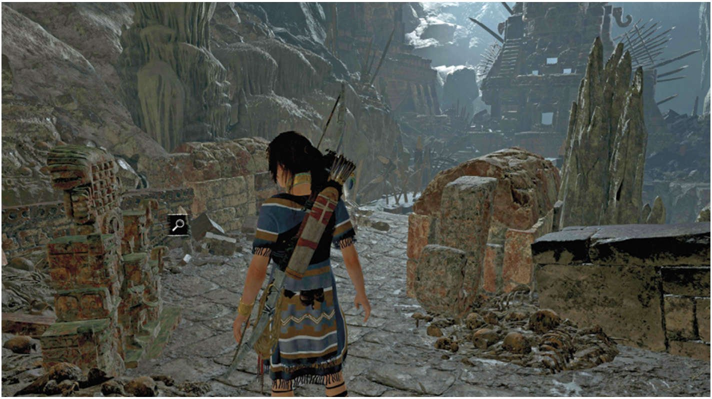


17 MURAL

PATH OF BATTLE

- **Dialect: MAM**
- **Nearest Camp: Ossuary**

After passing through the first room of spinning blades, this Mural will be on the left before heading to the underground temple.

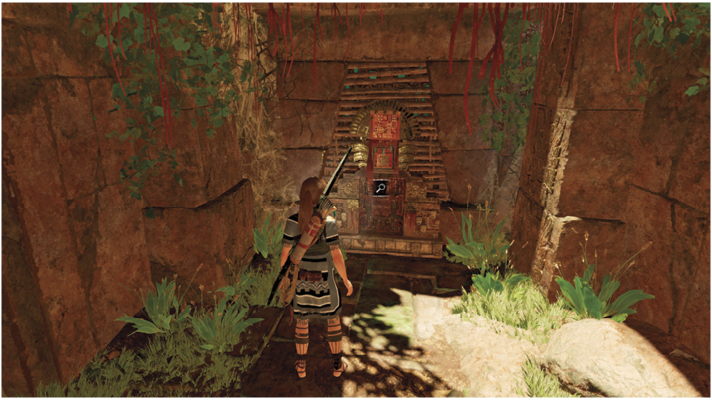


18 MURAL

THE PEASANT SAVIOR

- **Dialect: Quechua**
- **Nearest Camp: Fishing District**

This Mural is found in the Crypt that is part of the "Draw Weight Heavily" side mission. After entering the cave, you'll pass a spear trap and jump over a spike trap. Continue past the location of Document 24 and under another spear trap, and the Mural will be directly ahead.

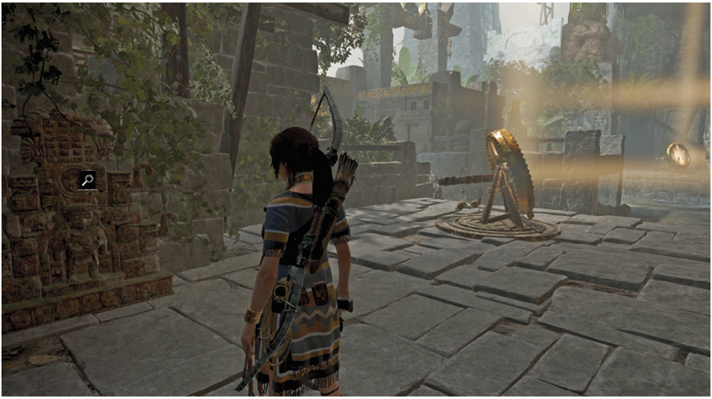


19 MURAL

OLLANTA, THE POTTER

- **Dialect: Quechua**
- **Nearest Camp: Wild Jungle**

This Mural is found at the bottom of the Ollanta, the Potter Crypt, in the area with waist-high water, opposite the wall that can be pried open, leading to the sarcophagus.



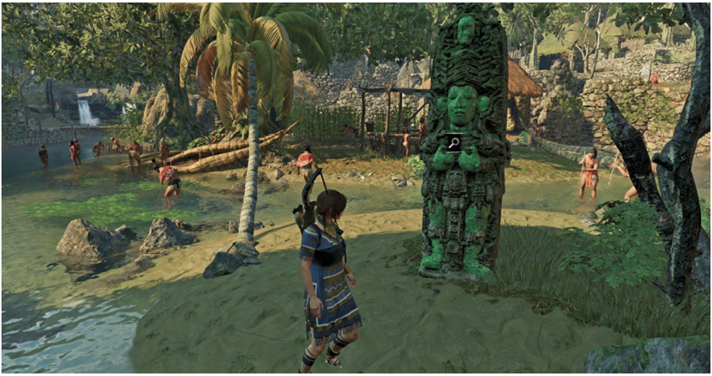
MONOLITHS

01 MONOLITH

MONOLITH 01

- **Dialect: MAM**
- **Nearest Camp: Fishing District**

From the Base Camp there are two small islands out in the water. This Monolith is on the farthest island that is located close to all the villagers fishing.

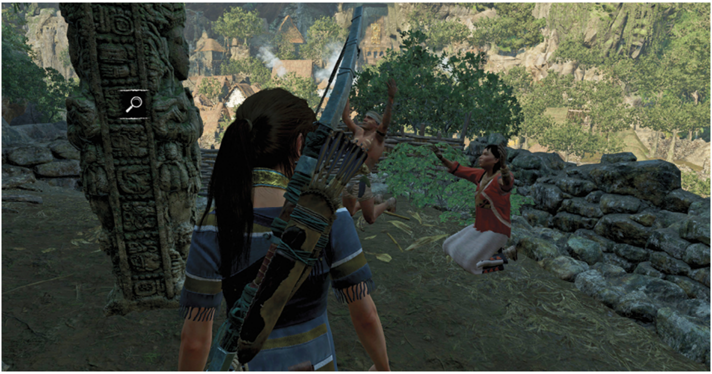


02 MONOLITH

MONOLITH 02

- **Dialect: Proficient MAM**
- **Nearest Camp: Unuratu's Home**

Exit Unuratu's Home and head left until you come across two villagers praying to this Monolith.

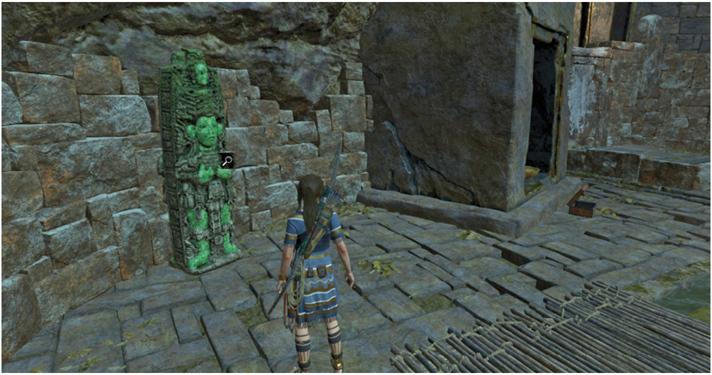


03 MONOLITH

MONOLITH 03

- **Dialect: MAM**
- **Nearest Camp: Unuratu's Home**

Exit Unuratu's Home and head right into the irrigated farming area. Head all the way up to the top left to find this Monolith.

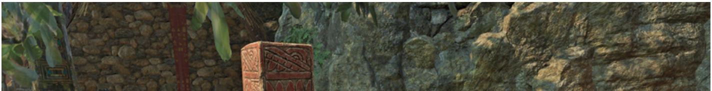


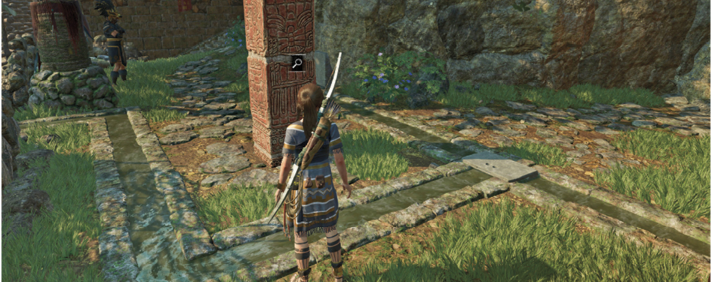
04MONOLITH

MONOLITH 04

- **Dialect: Proficient Yucatec**
- **Nearest Camp: Temple District**

From the Base Camp, head left and up the stairs. Continue in this direction for as far as you can go. When Lara can either head to the left down stairs, or right, into a cave, go down the first flight of stairs. Turn left at the first opening and the Monolith is straight ahead.



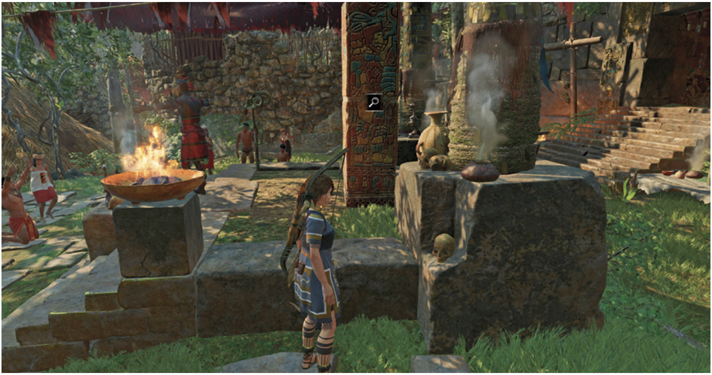


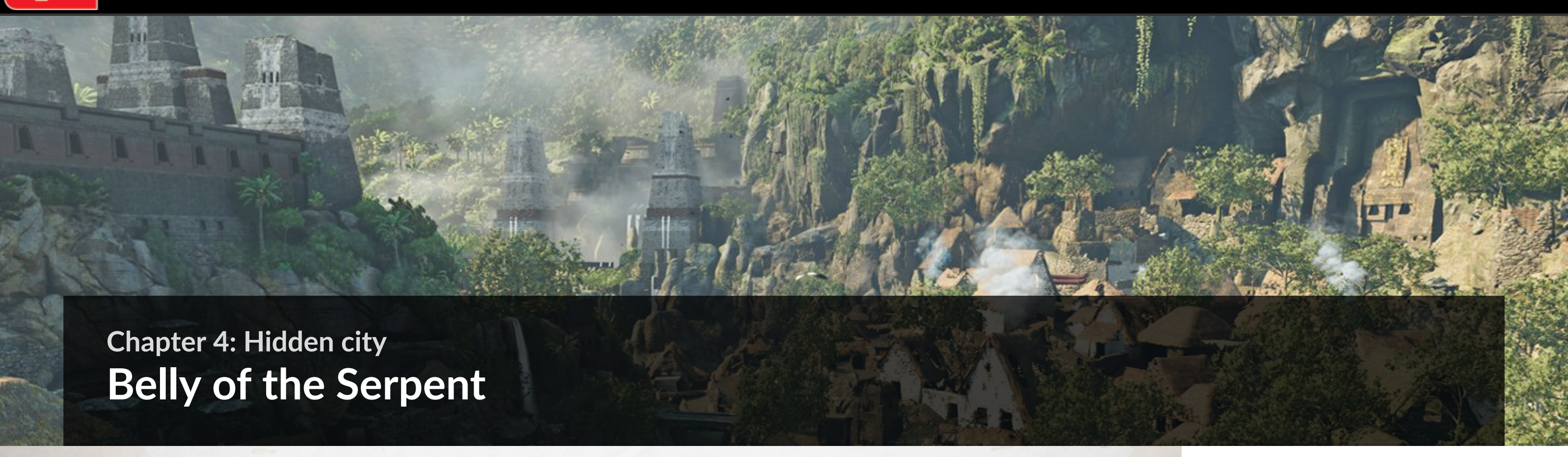
05 MONOLITH

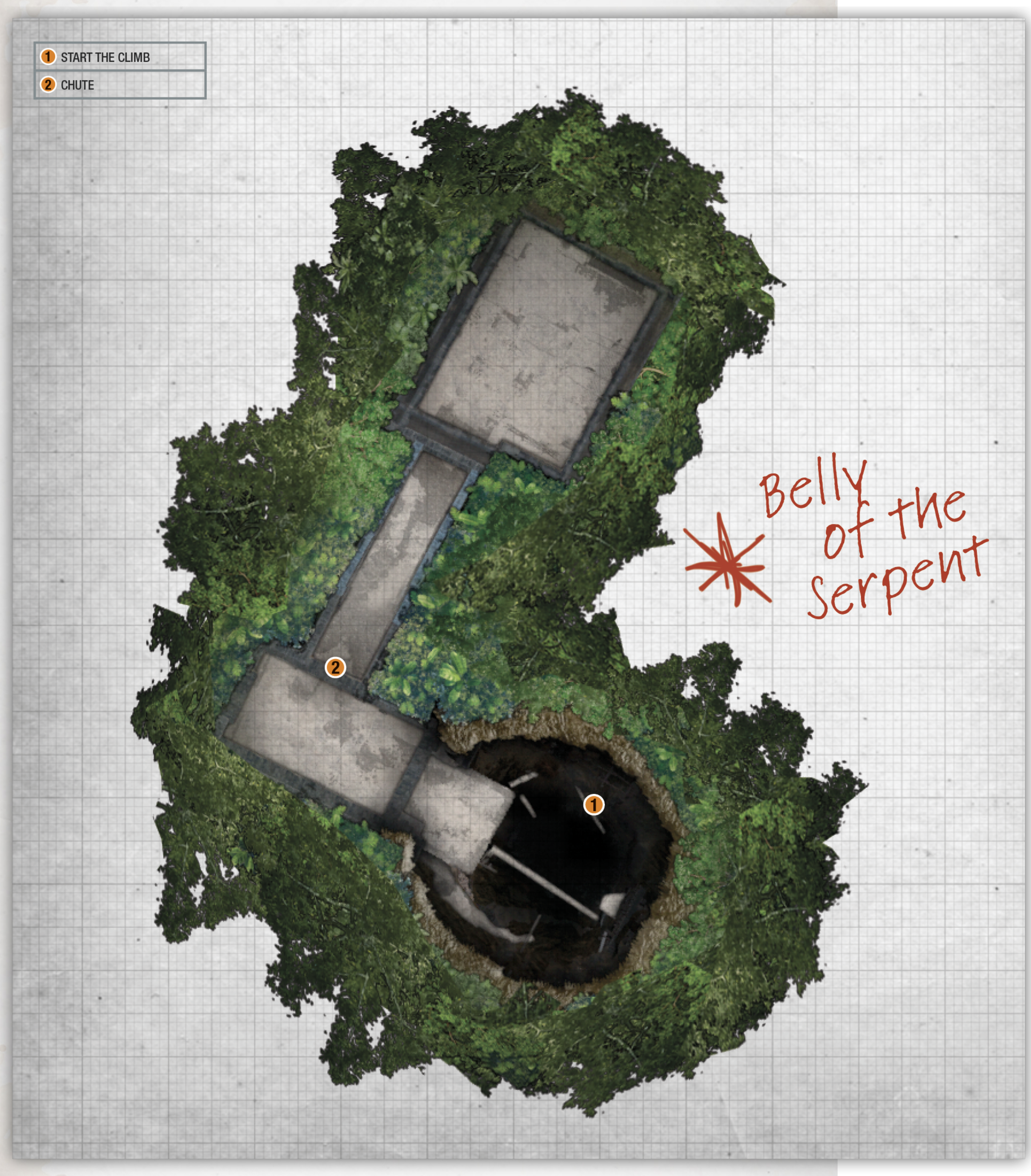
MONOLITH 05

- **Dialect: Fluent Yucatec**
- **Nearest Camp: Temple District**

From Monolith 04, head northwest on the map down the stairs the left. The Monolith is in the center of the area, behind the man speaking to the crowd.







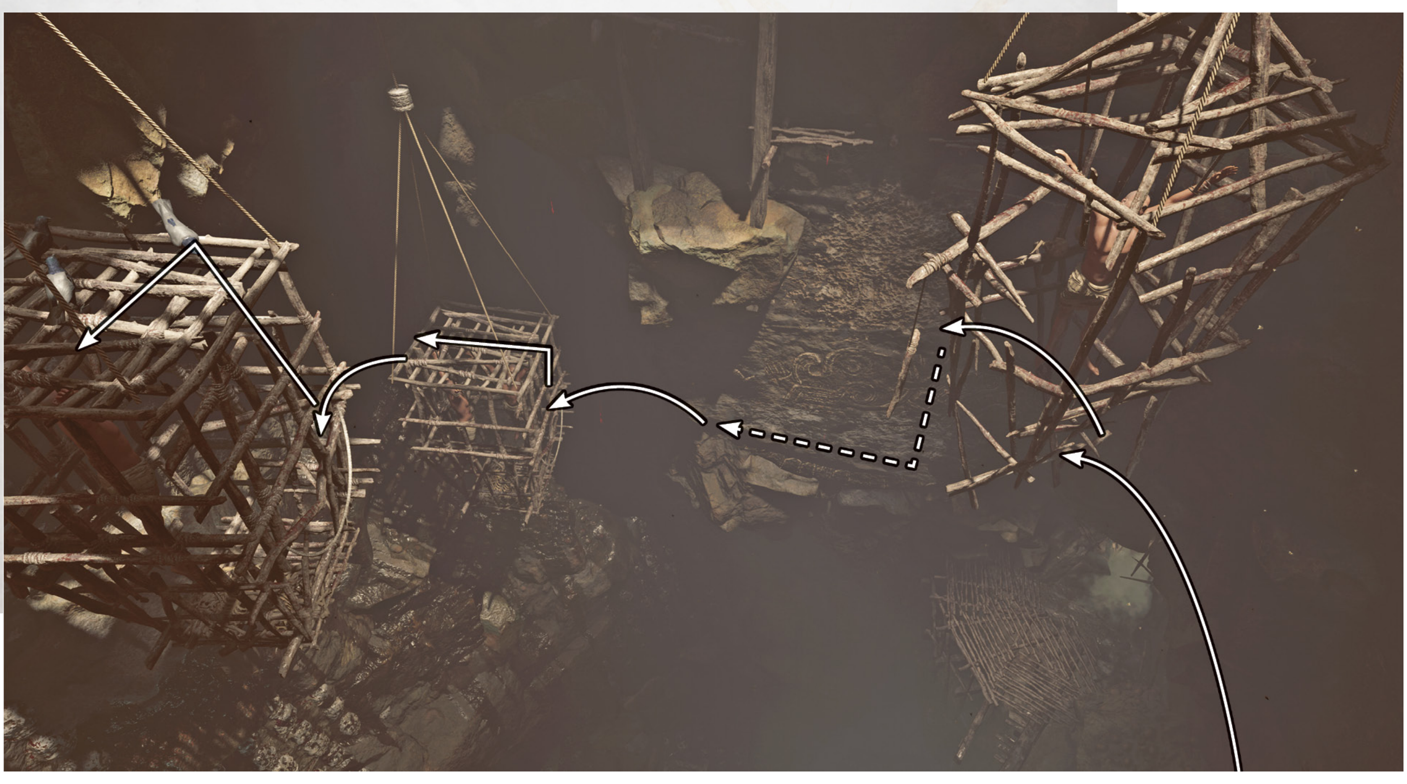
REGION SUMMARY

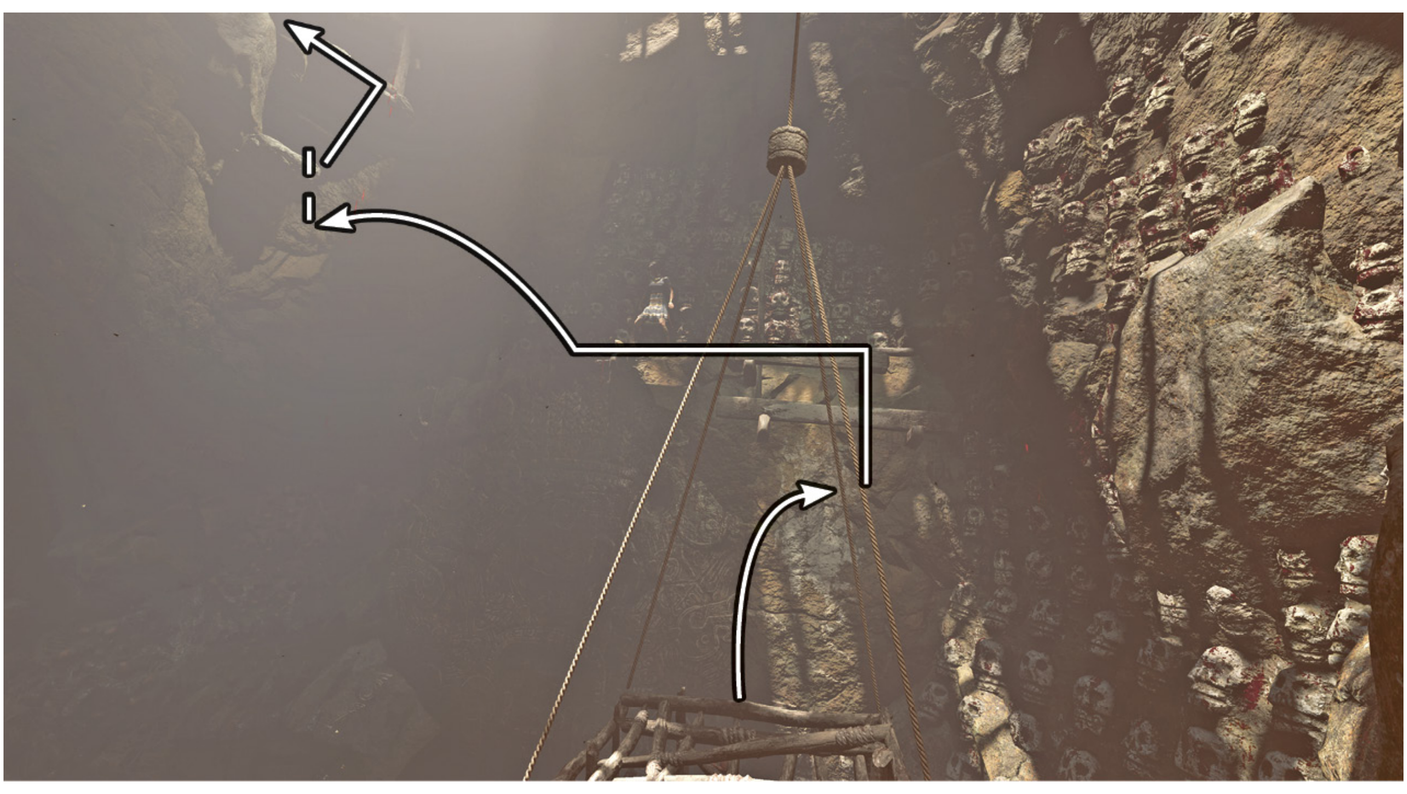
BASE CAMP	CHALLENGE TOMB	Mission Glver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
0	0	0	0	0	0	0	0	0	0	0

MAIN STORY OBJECTIVES

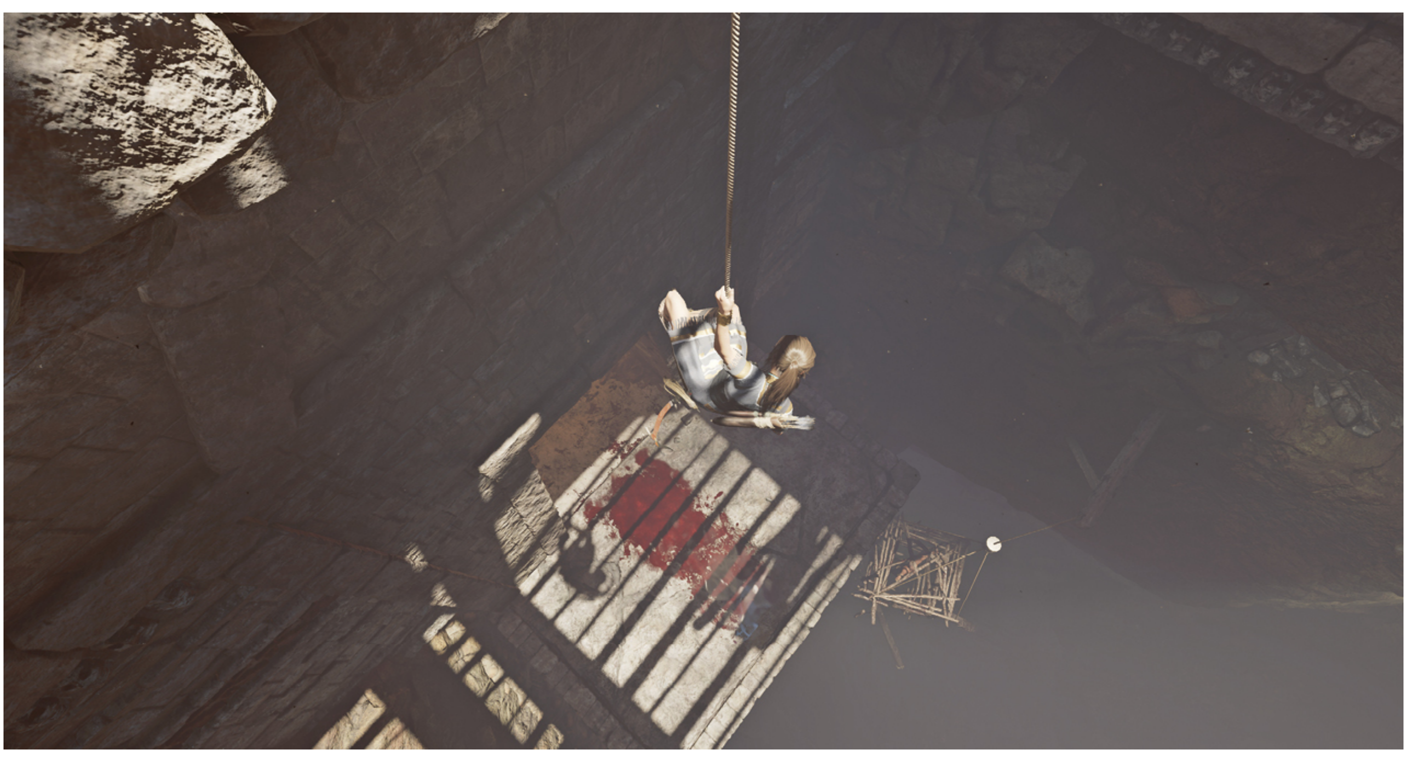
- Climb the Belly of the Serpent

THE HIDDEN CITY — CLIMB THE BELLY OF THE SERPENT





- Walk out onto the beam (1), leap toward the rock wall ahead, and scramble up to the handhold. Scale up and right onto the overhang.
- At the next beam, swing from the wood pole onto the craggy wall and rappel down. Wall-run right, then left, and leap to the suspended cage.
- Climb on and jump to the next cage; be ready to grab on if Lara loses her grip. Climb onto the cage.

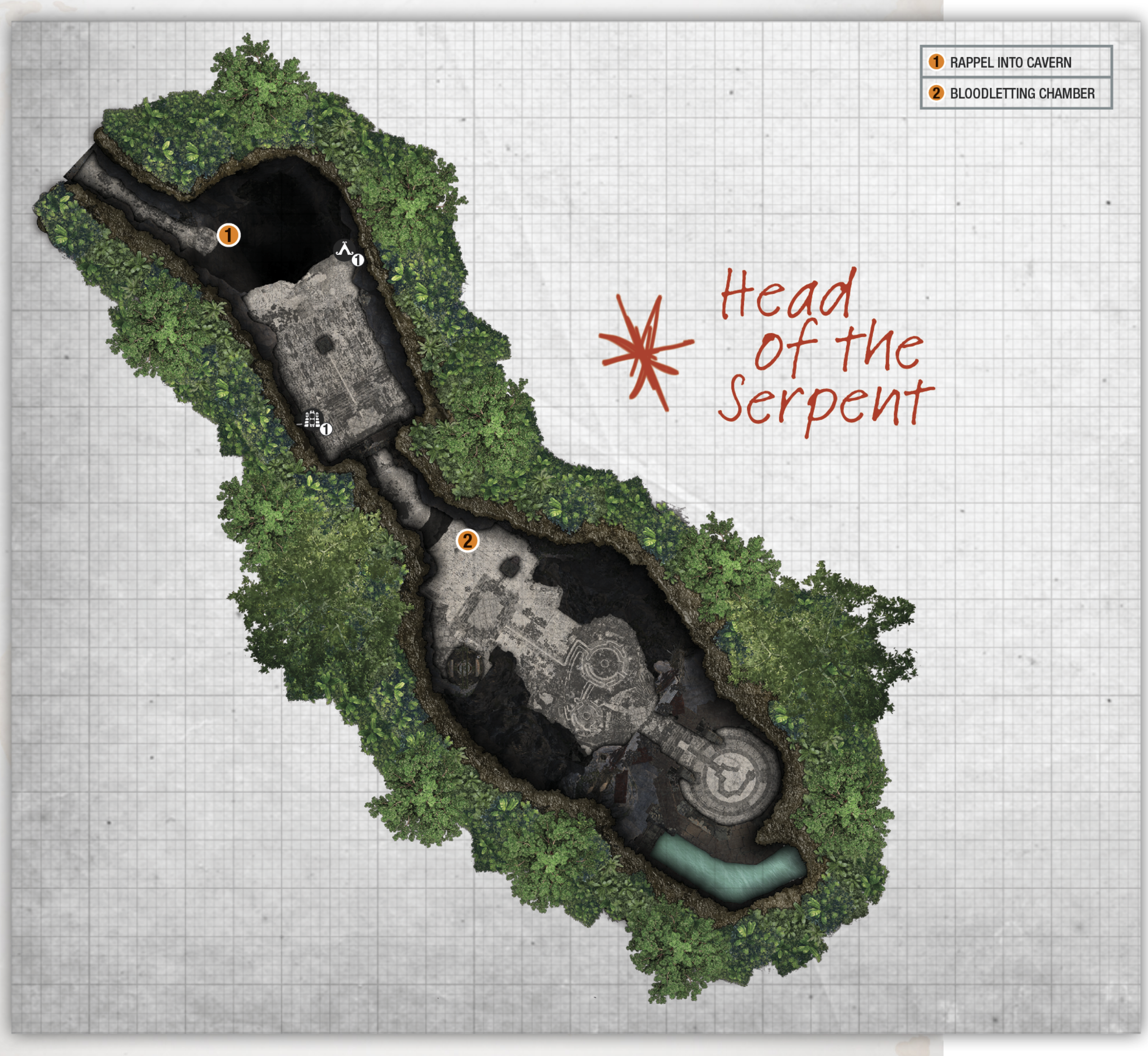


- Leap toward the wall ahead, and scramble up to the ledge. Continue up until Lara climbs onto the narrow shelf, and sidestep to the left.
- Jump toward the next wall and throw the Grapple Axe to grab the ledge. Move up the ledges until Lara ducks into a tunnel.
- At the left end of the corridor, scramble up to the horizontal boards and clamber up the wall above. At the top, shimmy and jump to the left. Scale down the wall above the open doorway and rappel down to the floor.

Enter the room and climb up the chute (2) on the right. Sneak up on the cult member and perform a stealth takedown. Bust through the weak wall in the right corner to reach the Head of the Serpent.

Chapter 4: Hidden city

Head of the Serpent



REGION SUMMARY

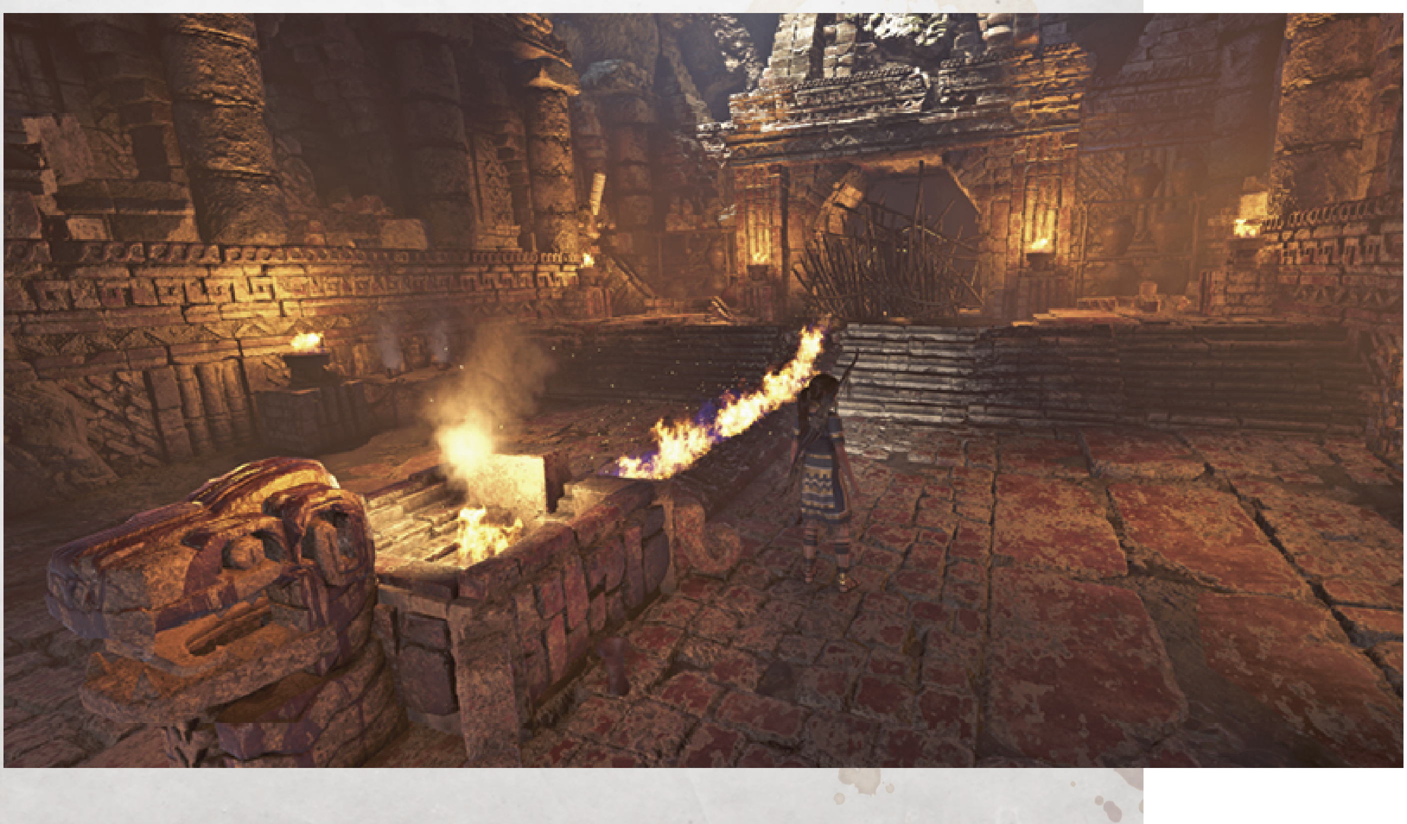
BASE CAMP	CHALLENGE TOMB	Mission Giver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
1	0	0	0	0	0	0	0	1	0	0

MAIN STORY OBJECTIVES

- Find the Silver Box of Ix Chel

THE HIDDEN CITY — FIND THE SILVER BOX OF IX CHEL

Leap toward the craggy wall (1) and grab on with the Grapple Axe. Rappel down and swing to the floor. A barrier blocks the exit. Spot the rope-wrapped switch in the left corner ahead and hit it with a rope arrow to release the oil and blood. Then push the switch in the middle of the room to add fire. This sets the barrier on fire and provides a way through.



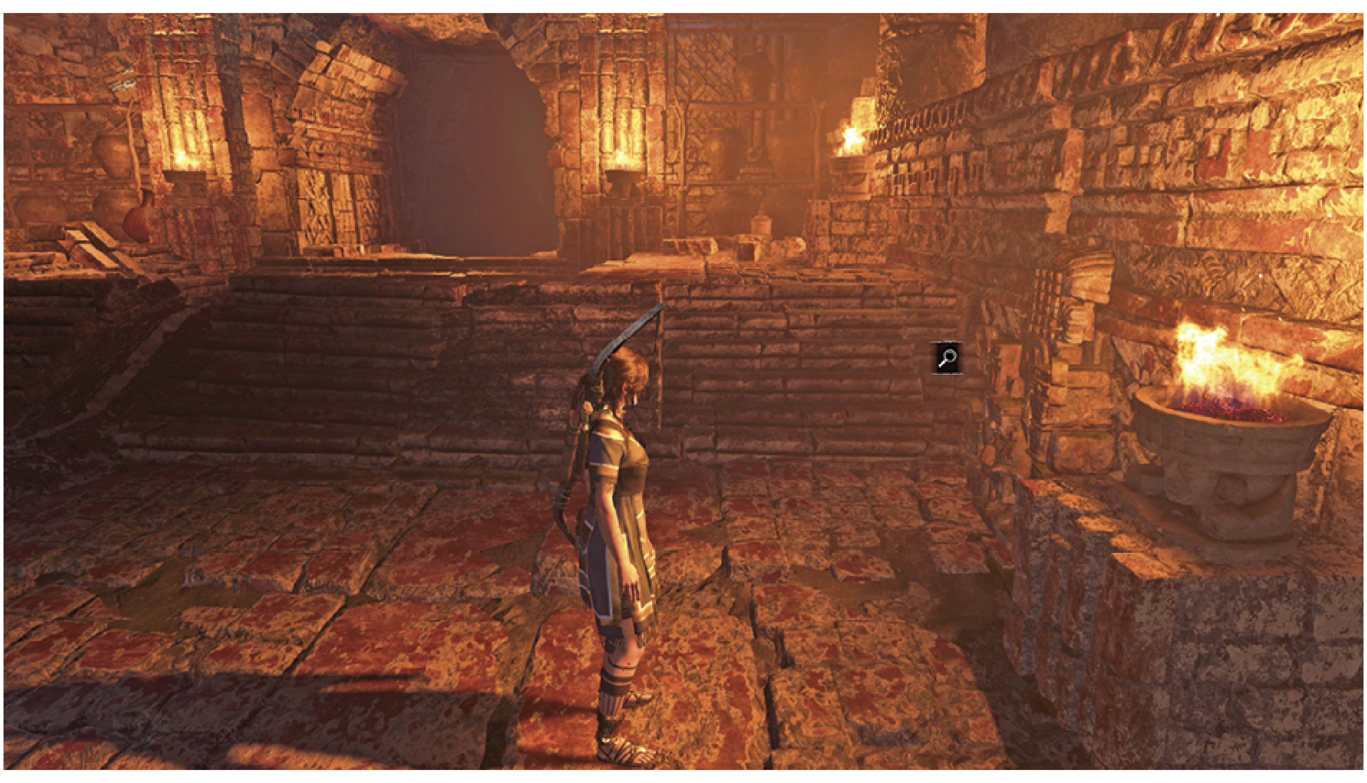
At the end of the tunnel, jump onto another craggy wall. Rappel down and drop into a bloodletting chamber (2). This time the flammable material sits on the right and the fire on the left. These combine in the middle and flow down the steps into a maze of channels. Currently the channels lead into a hole on the left. You must rotate the two pillars so a continuous channel runs down the steps, through the two circular mazes, and into the barrier that sits behind the right pillar. Note that each of the circular pieces that rotates around a pillar has four arrows that fit into triangular cutouts around the perimeter. This means that there are only four usable positions for each pillar.

01 MURAL

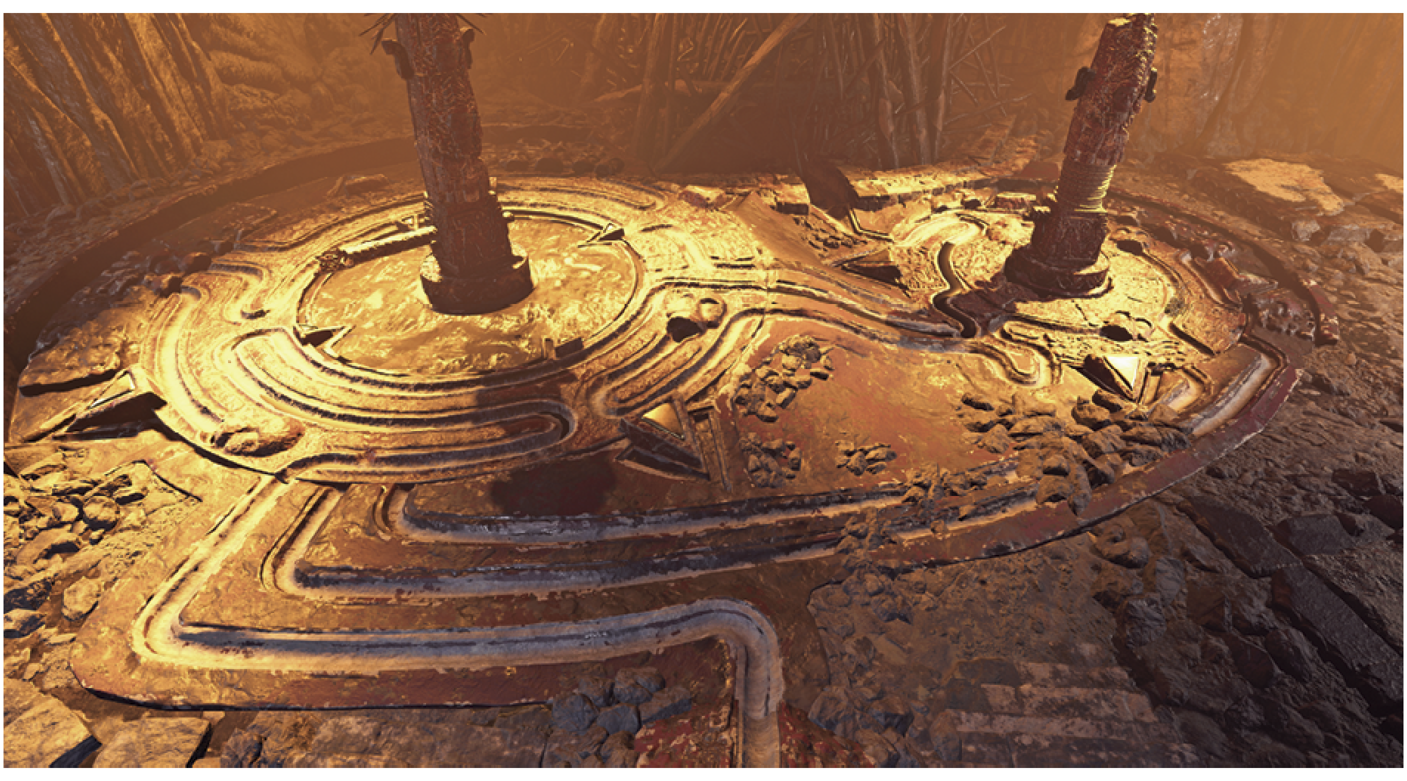
AWAITS

- **Dialect:** MAM
- **Nearest Camp:** Belly of the Serpent

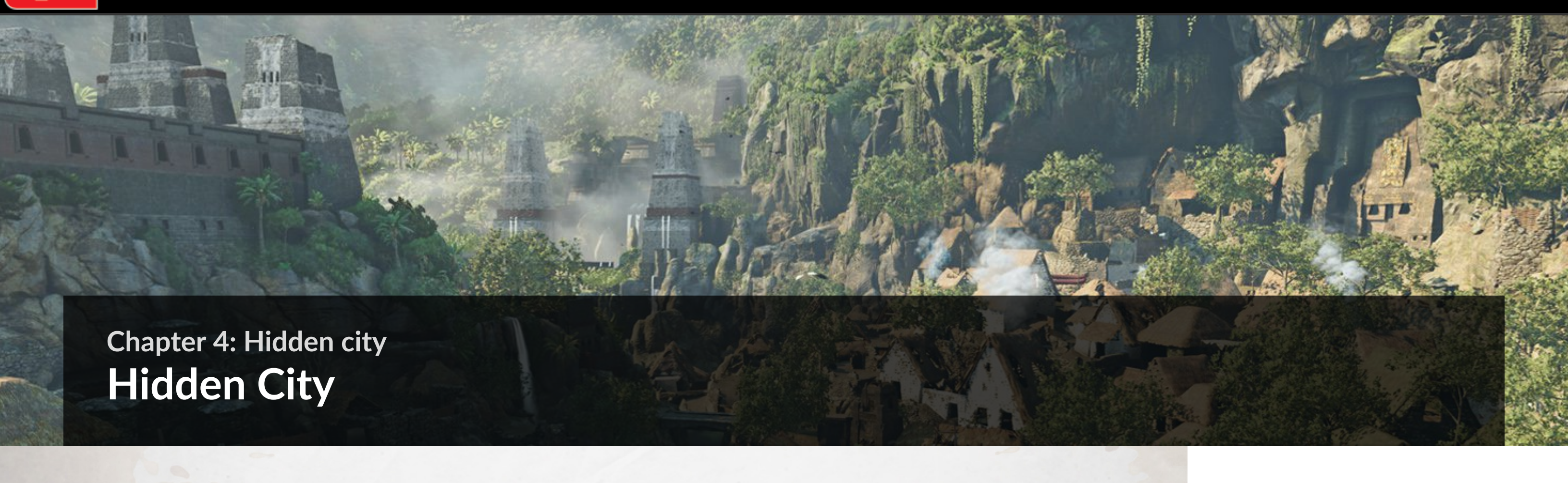
After Lara rappels down and swings to the floor, this Mural can be found alongside the right wall.



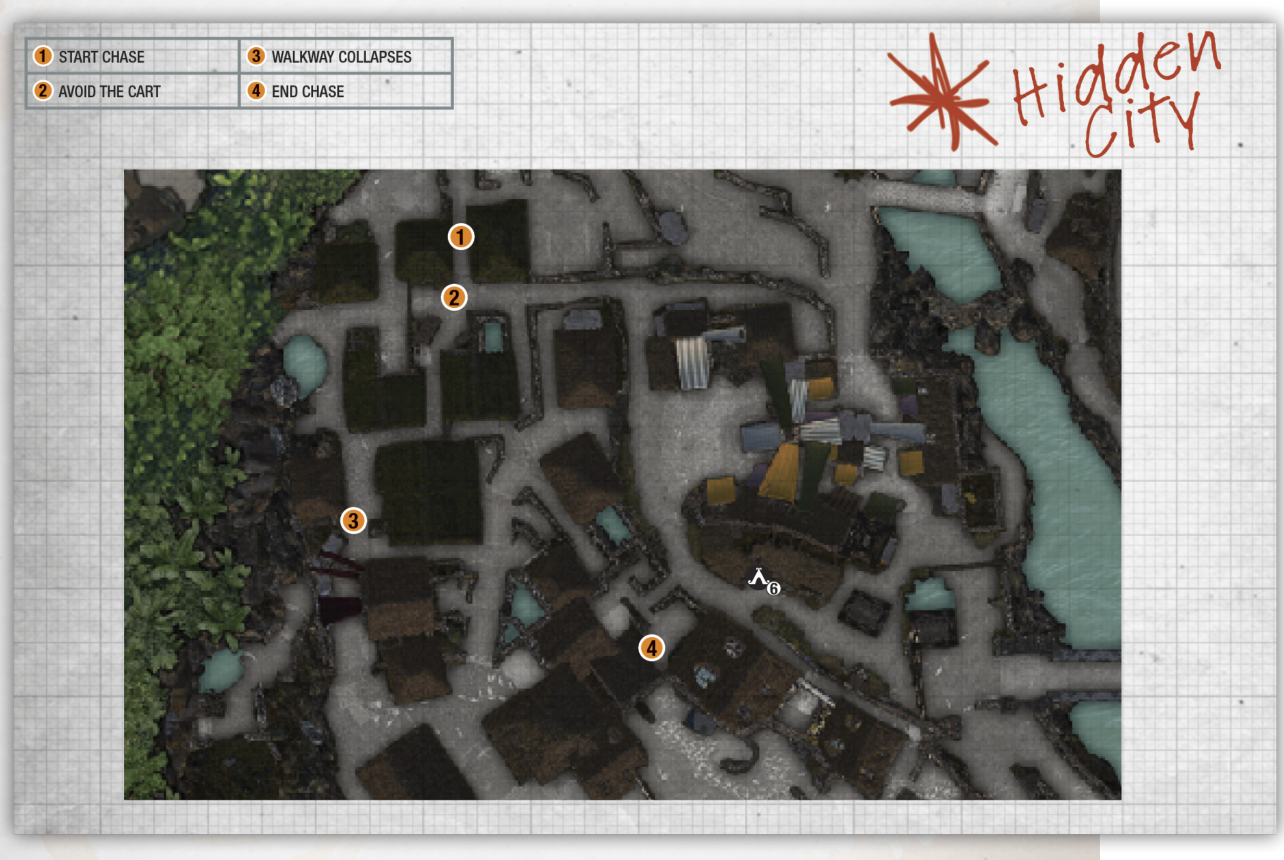
- Stand next to the right pillar and tether a rope from there to the top of the left pillar.
- Grab ahold of the arm that extends from the left pillar and rotate 180 degrees. Cut the rope.
- Grab the arm again and rotate 90 degrees counterclockwise.
- Return to the top of the steps and move right so that you're standing next to the switch. Aim your bow across the room at the rope-wrapped lever and loose a rope arrow. Push the switch and watch the liquid flow into the barrier. Don't get too close to the explosion!



Once the barrier is cleared, walk into the next chamber to complete the region.



Hidden City



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission Glver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
11	3	11	6	3	5	28	42	23	34	7

MAIN STORY OBJECTIVES

- Outrun the Cultist Soldiers

ESCAPE — OUTRUN THE CULTIST SOLDIERS

Just as Lara returns to the Hidden City, cultist soldiers take up the chase (1). You must navigate the path ahead in order to outrun them. Sprint whenever possible.

- At the top of the steps, a cart (2) is pushed into the path from the left. Stick to the right to avoid losing too much time.
- Run up the ramp and leap to the pole to the top of the next stairs.
- After passing through the building, scramble up the two platforms on the right and leap across the gap.
- The walkway collapses (3) as you run the next section, but be careful not to jump until the end. Lara swings on a pole toward another platform, but it breaks apart, causing her to slide toward another structure.
- Keep sprinting through the huts until Lara falls into a lower area (4) of Paititi.

RETURN TO UNURATU

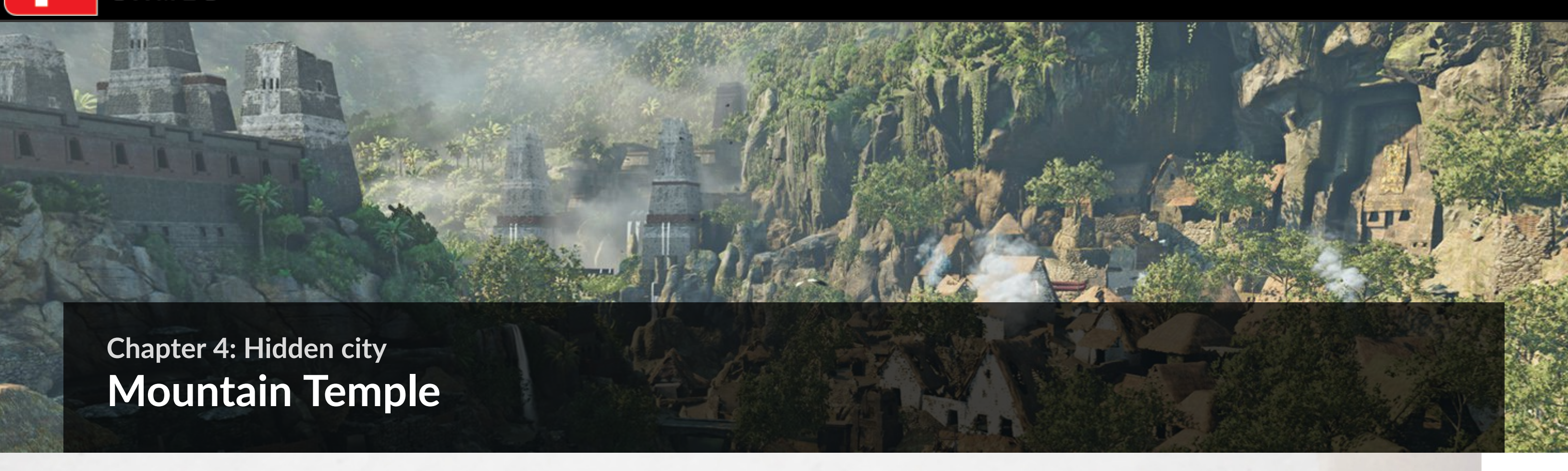
You're currently near the center of the village. Face your next objective and exit through the hole in the wall. You can take this moment to explore Paititi more. Once ready to move on, find Unuratu inside the same hut where you met her. The Paititi Base Camp is just to the right, if you wish to fast-travel or upgrade. If you discovered the Unuratu's Home Base Camp before meeting Unuratu at the Market District, you can fast-travel straight to her location.

EYE OF THE SERPENT — ENTER THE MOUNTAIN TEMPLE

Your next destination is the Mountain Temple, located north of Paititi. Turn right at the bottom of the steps and follow the path into the terraced farmland. Climb the tiers to the right to find the mine entrance. Scramble up the stone wall and move inside. Follow the stone path into the Mountain Temple.

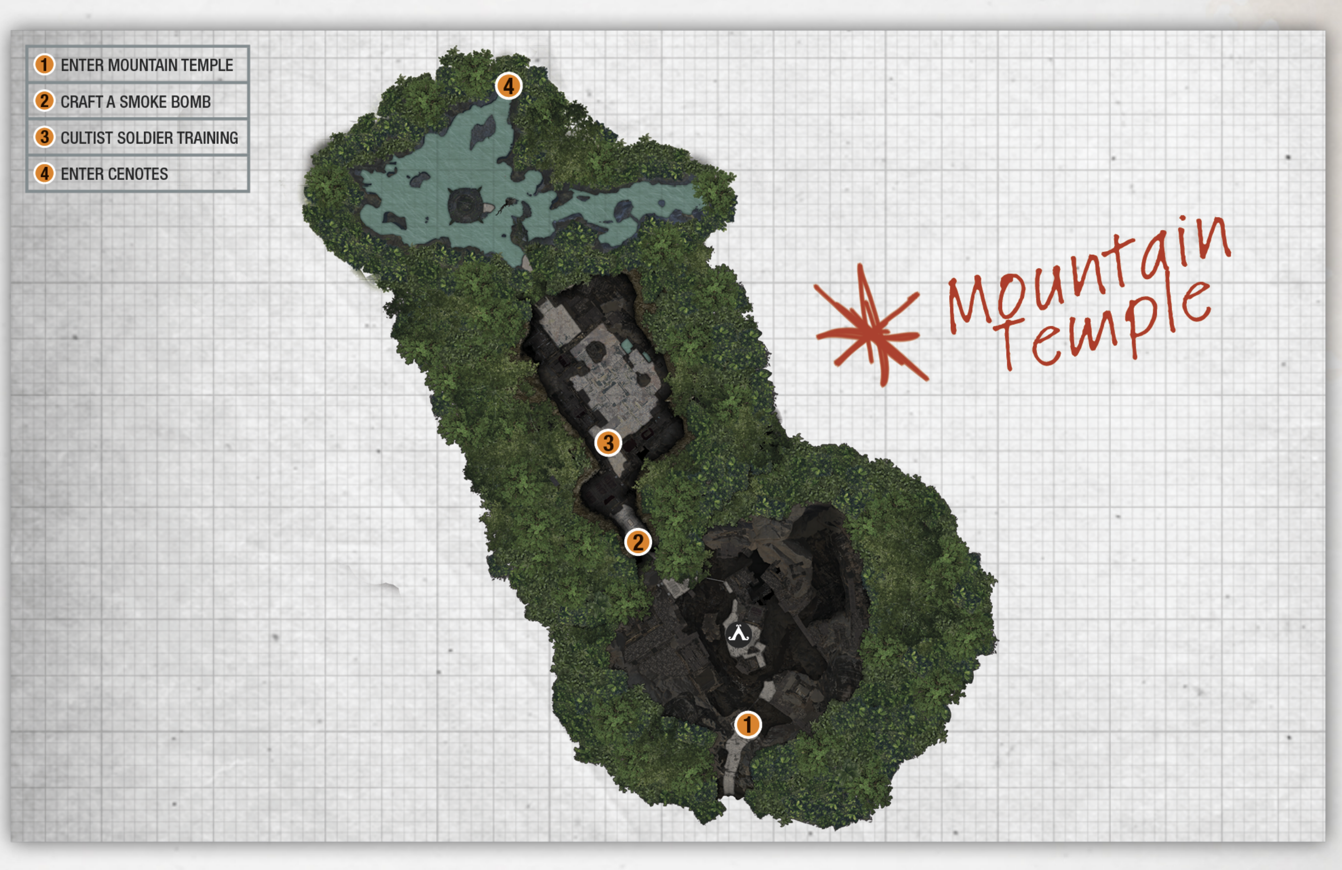
EXPLORE THE FARMLAND

If you haven't been to this area, it's worth spending some time exploring. A high dive is accessible behind a braided rope barrier on the left side. Numerous resources, artifacts, and a monolith are also available.



Chapter 4: Hidden city

Mountain Temple



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission Glver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
1	0	0	0	0	0	0	0	0	0	0

MAIN STORY OBJECTIVES

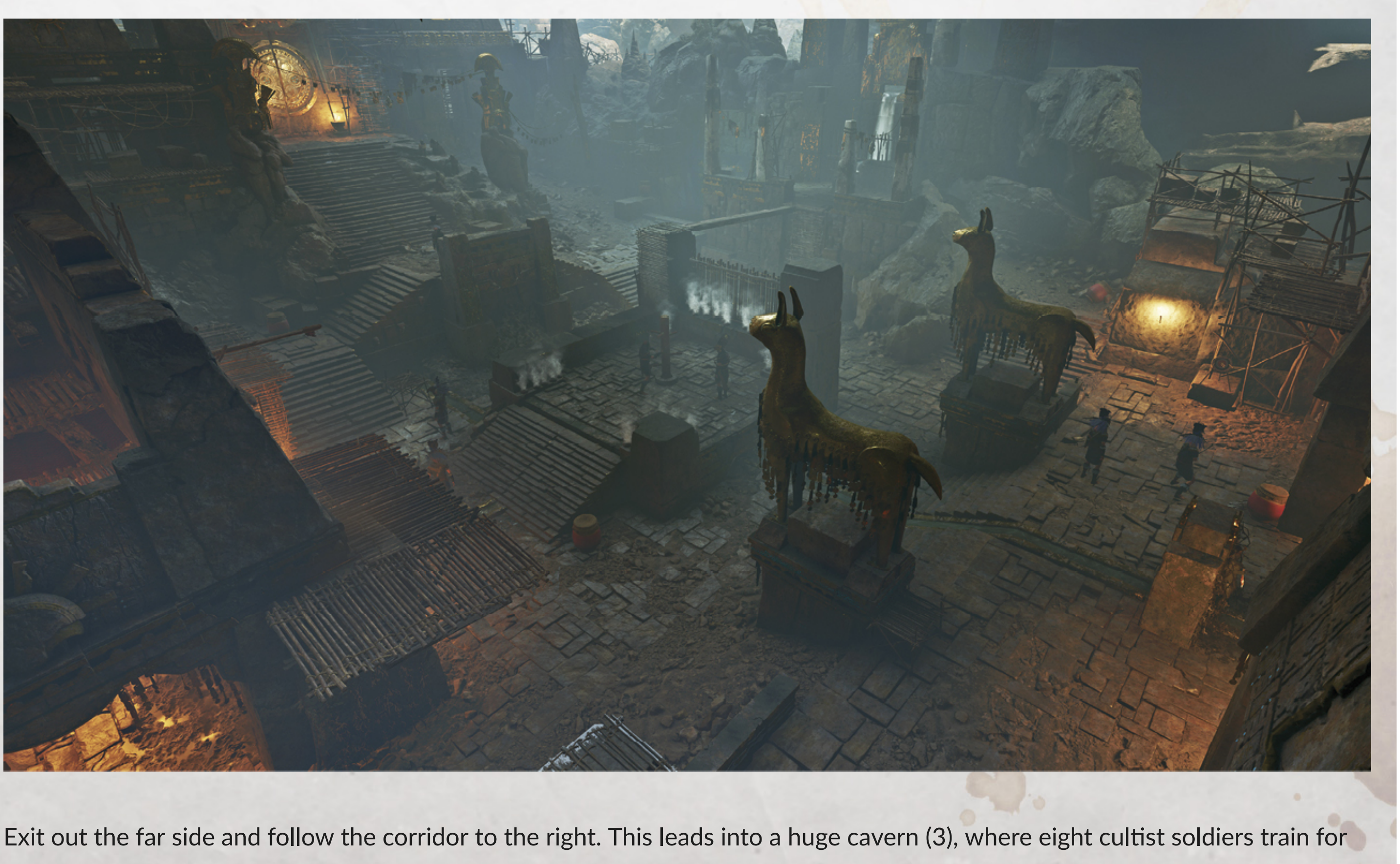
- Open the Great Gate
- Enter Cenotes

EYE OF THE SERPENT — FIND THE INNER STRONGHOLD

Leap toward the wall (1), grab on, and rappel into the temple. Scramble onto the platform on the other side of the room, then tightrope across the beam to the walkway. Continue to follow the checkpoints by jumping over to the stone structure ahead. Shimmy and jump to the right until you reach another walkway. This leads to the Mountain Temple Base Camp.

Search the room on the right for some valuables before scrambling up the stone wall just left of the room. Hop the gap and slide down the rope to reach the lower level. Sneak up on the lone cultist and finish him off with a stealth takedown.

Move up the steps on the right, scramble through the small opening, and duck behind the short wall (2). Pick up the mason jar, craft a smoke bomb, and throw it between the foes. Quickly move in and finish them off before the debilitating smoke wears off.



Exit out the far side and follow the corridor to the right. This leads into a huge cavern (3), where eight cultist soldiers train for combat. Two work on melee fighting in the middle, while the others train around the outer walkways. The exit is located on the far wall. A mud patch is available to the right, and mason jars are on many of the ledges. The following details one way to clear the room, though there are countless strategies available.

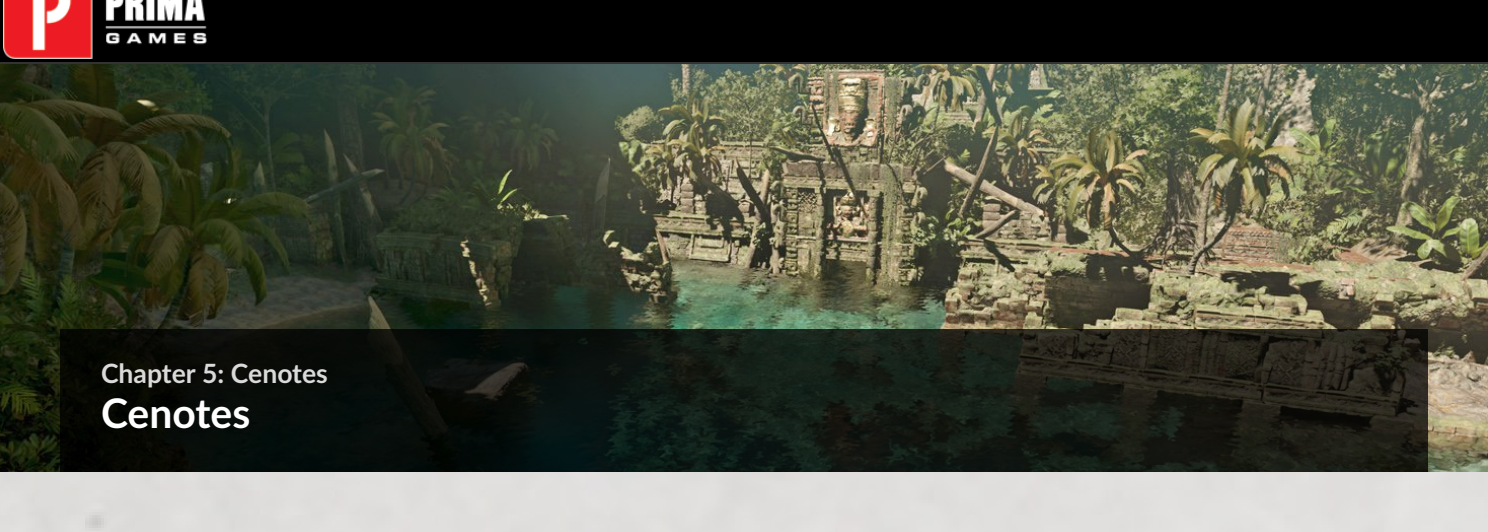
- Enter the right tunnel and use the mud patch. Scramble over to the small wall and observe the pair of soldiers on the right. After one guy leaves, pull the lone enemy behind the wall for a stealth kill.
- Move right along the short wall, up the steps, and to the far side of the upper platform. If a soldier stands near the water, wait for him to move to the far corner. Drop down, then sneak to the left and take out the stationary guard who faces the other way.
- Find the soldier you watched move to the next corner, and perform a stealth kill on the guy.
- Return to the mud patch and continue around to a small room on the left, grabbing a jar along the way. One soldier patrols between you and the two in the center. Throw the jar against the mud-covered wall. When the guy investigates, perform a stealth kill out of sight from the others.
- Grab the jar from inside the room, craft a smoke bomb, approach the two sparring in the center of the cavern. Fling the bomb in between them and quickly kill them with your knife.
- Two cultists remain near the exit. Use another smoke bomb to obscure their vision, and eliminate them.

Climb the wall right of the gate. Lara uses the wheel to open the exit.

FIND THE SILVER BOX OF IX CHEL

Once you regain control, slip through the narrow opening to get a look at the "Eye of the Serpent."

- Leap right off the walkway to the craggy cliff and scale to the left. When you can't go any farther, jump left to a shelf. If Lara loses her grip, quickly grab on.
- Shimmy around the right corner and scale down. Rappel down just below the vegetation. Wall run left, then right, and swing from the pole to another climbable cliff face. Be ready to throw the Grapple Axe if it looks like the jump will be short.
- Move to the left side and rappel down until you can dismount to the plateau below.
- Sprint along the right edge of the rock, leap toward the metal hook, and throw the Grapple Axe. This throws you toward a temple entrance.
- Enter and leap onto the climbable surface (4). Drop into the water below to enter Cenotes.

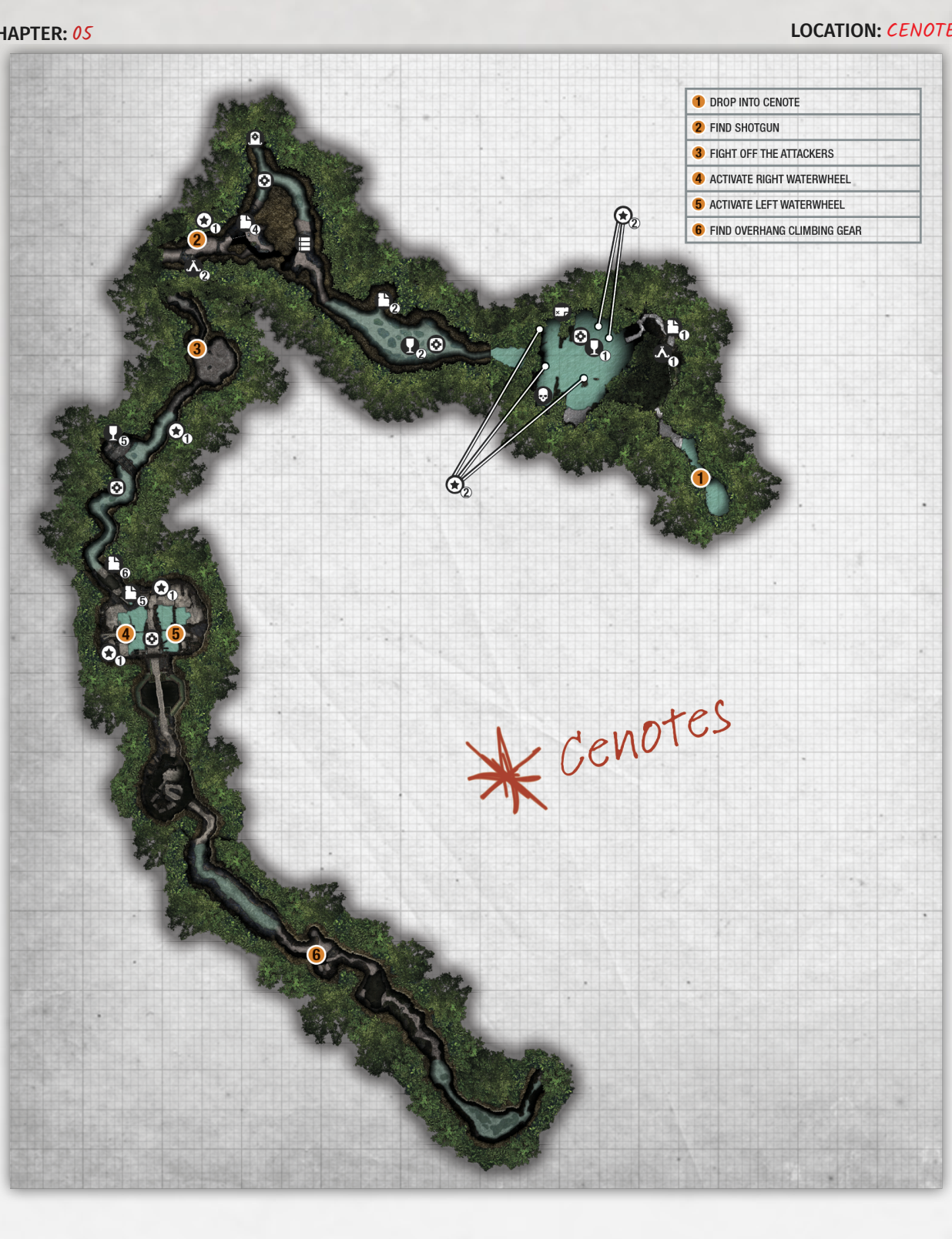


Chapter 5: Cenotes

Cenotes

CHAPTER: 05

LOCATION: CENOTES



1 DROP INTO CENOTE
2 FIND SHOTGUN
3 FIGHT OFF THE ATTACKERS
4 ACTIVATE RIGHT WATERWHEEL
5 ACTIVATE LEFT WATERWHEEL
6 FIND OVERHANG CLIMBING GEAR
Cenotes

REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission Giver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
3	1	0	2	0	0	5	6	0	8	0

MAIN STORY OBJECTIVES

- Explore the Cenote and Temple
- Fight Off the Attackers
- Open the Door
- Outrun the Yaaxil
- Return to Paititi

CHALLENGES

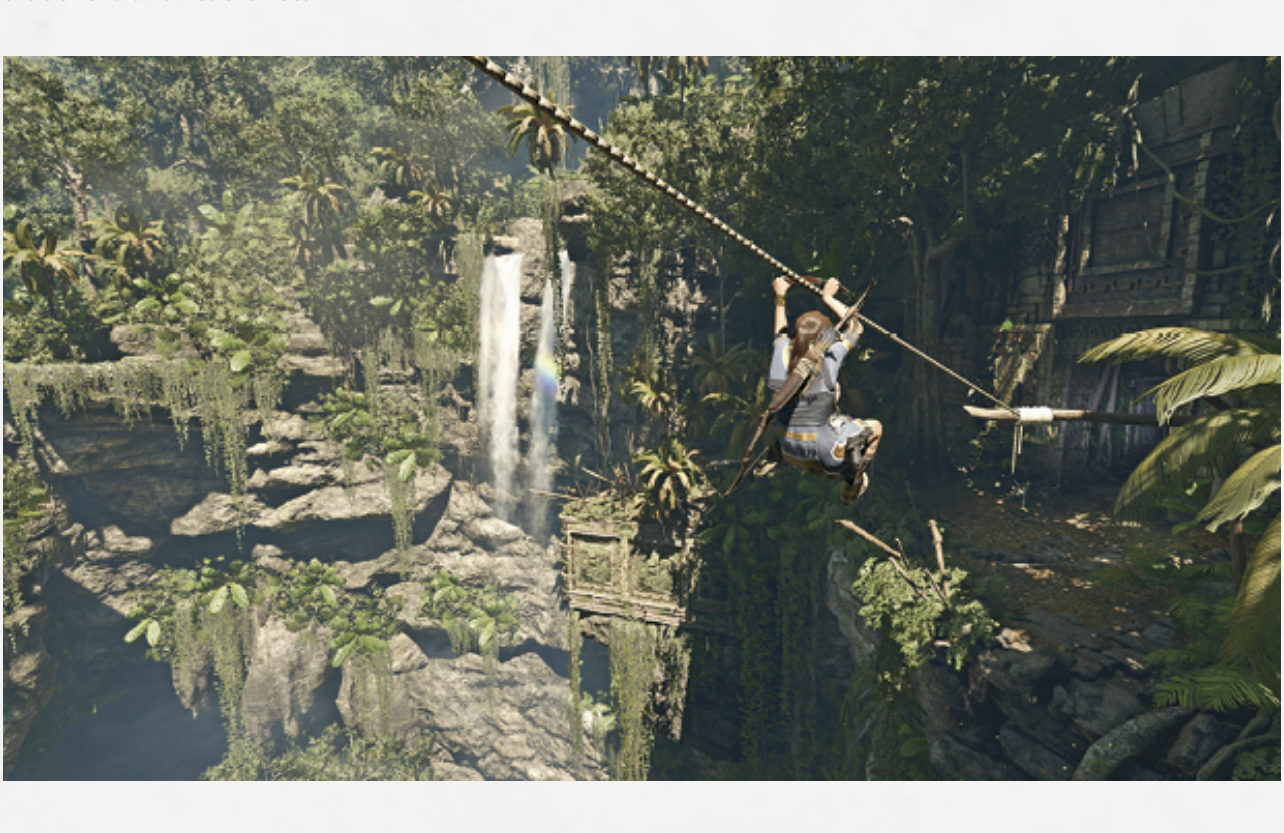
1. Respected: Rope pull five effigies down.
2. Sunken Treasures: Pry open five underwater Treasure Chests.

CHALLENGE TOMBS (SKILL)

1. San Cordoba (Caiman's Breath II)

EYE OF THE SERPENT — EXPLORE THE CENOTE

Swim (1) through the tunnel ahead. Climb and scramble up the ledges, and duck under the tree as Lara spots a temple in the cenote below. Zipline down to the Cenote Vista Base Camp. Enter the doorway on the right and scramble up the wall. Follow the trail and dive into the water.

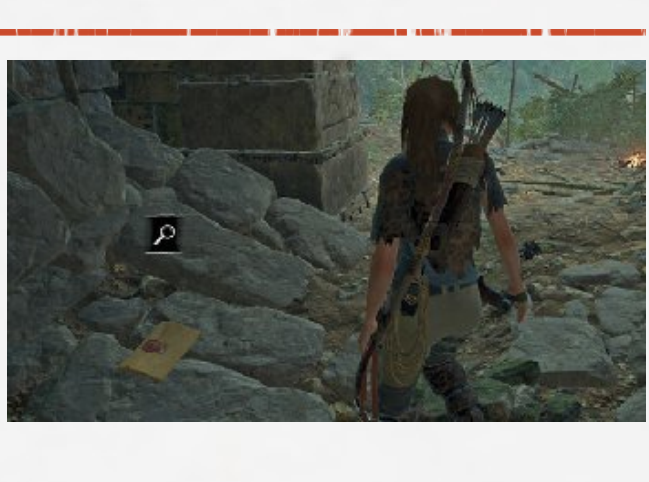


01 DOCUMENT

JOURNAL OF T. SERRANO 2

- **Dialect: N/A**
- **Nearest Camp: Cenote Vista**

Found just after the Base Camp, right before climing up the wall leading to the area with all of the skulls.



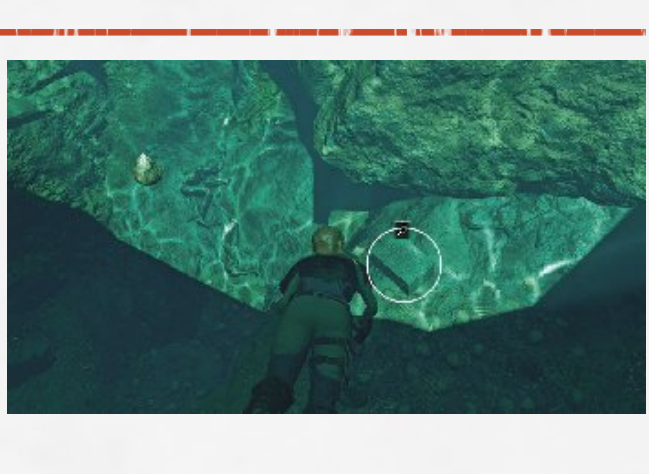
Explore the cenote thoroughly before entering the temple. Beware of the piranhas that swim around the middle. Relics, Survival Caches, and resources are available. Two challenges are also started in the area.

01 RELIC

CRUCIFIED FIGURE

- **Dialect: MAM**
- **Nearest Camp: Cenote Vista**

Underwater next to a Survival Cache and Treasure Chest. Be aware of patrolling piranhas!



RESPECTED

Rope pull five effigies down. Just after splashing down in the cenote, swim left and climb onto the small rock. Aim your bow in the same direction and find the rope wrapped around a log. Use a rope-pull to destroy the effigy. Keep an eye out for four more effigies within the Cenotes. Reference the region map at the start of this chapter for their locations.

EXPLORE THE TEMPLE

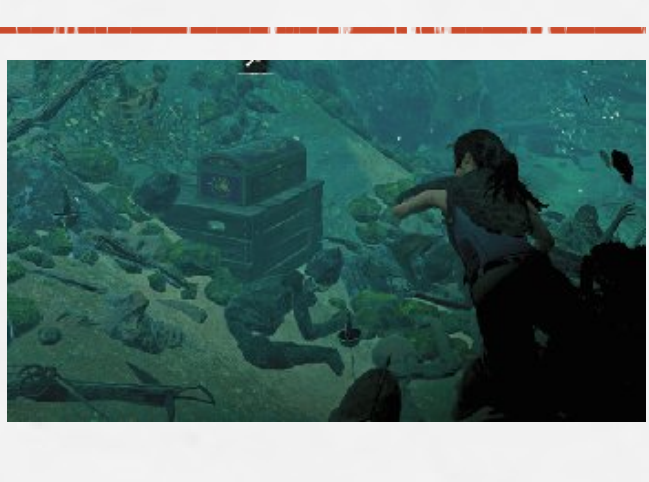
Enter the temple, dive underwater, and swim through the tunnel. Explore this area before moving too far inside; a couple of Relics are in the passageways. An air pocket along the upper path and another on the lower offer a respite in case you need to catch your breath.

02 RELIC

KNIGHT'S MORION

- **Dialect: N/A**
- **Nearest Camp: Cenote Vista**

Found underwater, just below a hidden area with a secret mural and some jade.

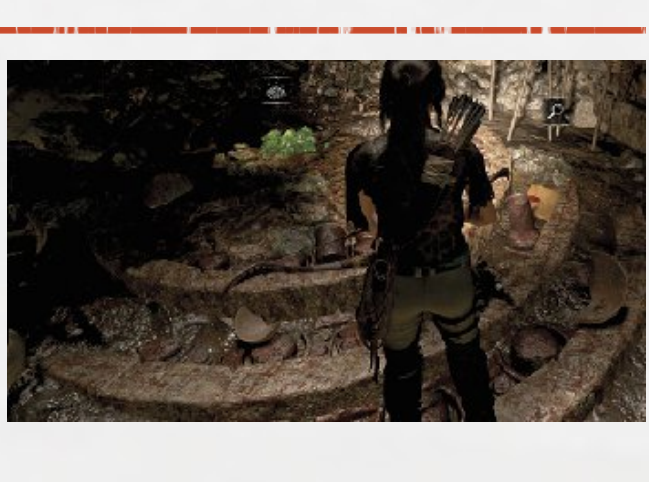


02 DOCUMENT

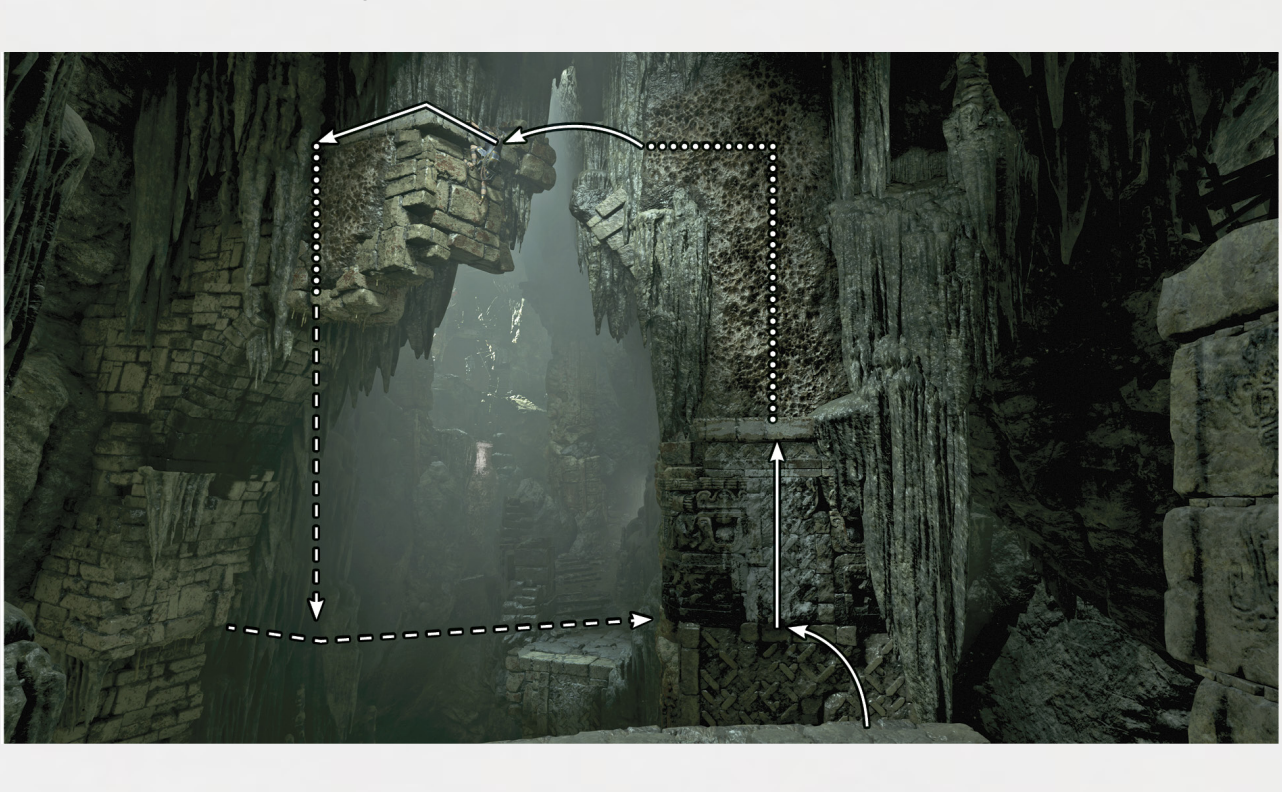
A WARNING

- **Dialect: N/A**
- **Nearest Camp: Cenote Vista**

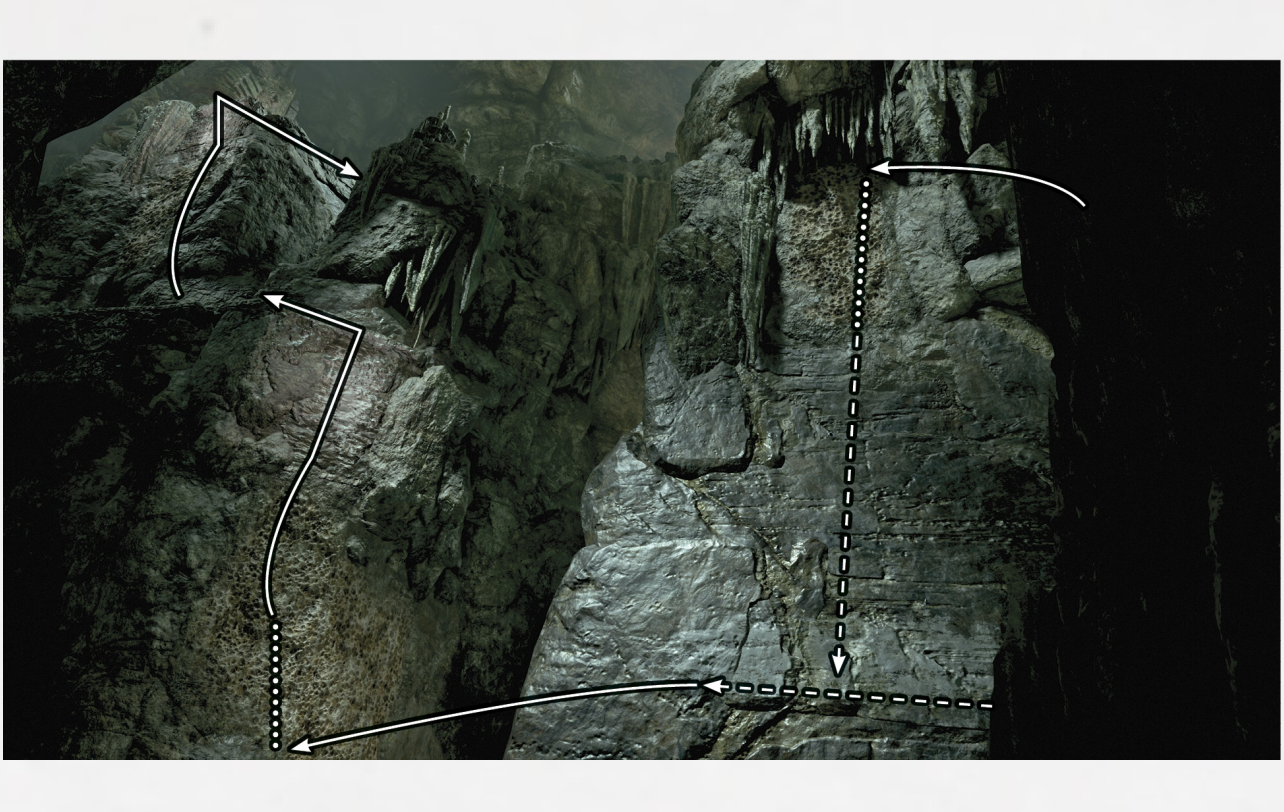
Found in a secret area along with some jade. From the nearby trapped air, there is a tunnel leading to the right, away from the main path. The secret area and Document are at the top, above water, along with some jade!



Exit the water and approach the stone floor ahead. Slit the rope stretched across the floor, or simply hop over. Continue along the path until you come to a cliff edge.



- Leap toward the stone wall and scramble up to the ledge.
- Scale up and then left along the craggy surface until you can't go any farther. Jump left to another stone ledge.
- Shimmy around the left corner, climb down, then rappel all the way down. Swing back and then forward before leaping to the floor ahead.



Climb the steps and squeeze through the crevice. The path splits at this point. Left is a direct route toward your objective, while the right path is more scenic, with an optional stop at a challenge tomb containing valuables along the way.

CHALLENGE TOMB AVAILABLE

After entering the temple and swinging to the lower floor, squeeze through a crevice in the wall to reach a split in the path. While left continues the story objective, head right to find the lone challenge tomb in Cenotes. Refer to the "Challenge Tomb" section after this chapter's walkthrough for more information.

- Run left at the split and jump to the handhold. Shimmy left, then climb onto a narrow shelf.
- Sidestep to the far end and leap to the craggy wall.
- Rappel down, wall-run right, then left, and leap to the climbable wall.
- Scale left and then up, scramble up to the narrow ledge, then shimmy around the corner. Scramble and climb up to the objective marker.
- Scramble up the wall ahead and shimmy along the ledge until you can climb onto the floor.

Cut the rope to find the Bishop 600 shotgun (2). Following the trail left leads to the Cenote Temple Ruins Base Camp. Turn around and pull down the effigy that hangs above.

NEW EQUIPMENT: BISHOP 600 SHOTGUN

The shotgun fills the final slot of your weapon select, and arrives just in time. The enemies faced later on in the Cenotes are quick and ruthless. They fight up close, making the stopping power of the shotgun invaluable. With the slow reload, keep ammo topped off whenever possible. Accuracy and rate of fire can be upgraded at the nearby Base Camp, which can improve your odds of survival as you proceed through the region.

From the Base Camp, run toward the objective marker and fire your new weapon at the shotgun barrier to destroy it. Squeeze through the narrow opening and follow the trail through a tunnel. Turn left and follow the corridor until Lara is tackled and dropped into a pit (3). Meet the Yaaxil.

SURVIVE THE AMBUSH

These humanoids typically charge at their prey for close-combat attacks, making the shotgun an effective weapon against the attackers. Be careful not to run through the ammo too quickly, and collect the ammunition lying around the pit whenever possible. Use long-range weapons as the Yaaxil enter the room, and switch to the shotgun as they get close. Look for cauldrons of poison that sit at many of the entry points. Hit these with any weapon fire to cause an explosion that deals heavy damage to nearby foes.

Continually scan the room for incoming Yaaxil, and use evasive maneuvers to avoid their attacks. At first, try to take down the incoming enemies with headshots, saving the cauldrons for later entries. Remember to heal after taking a few hits, and stay on the move to avoid surprise attacks.

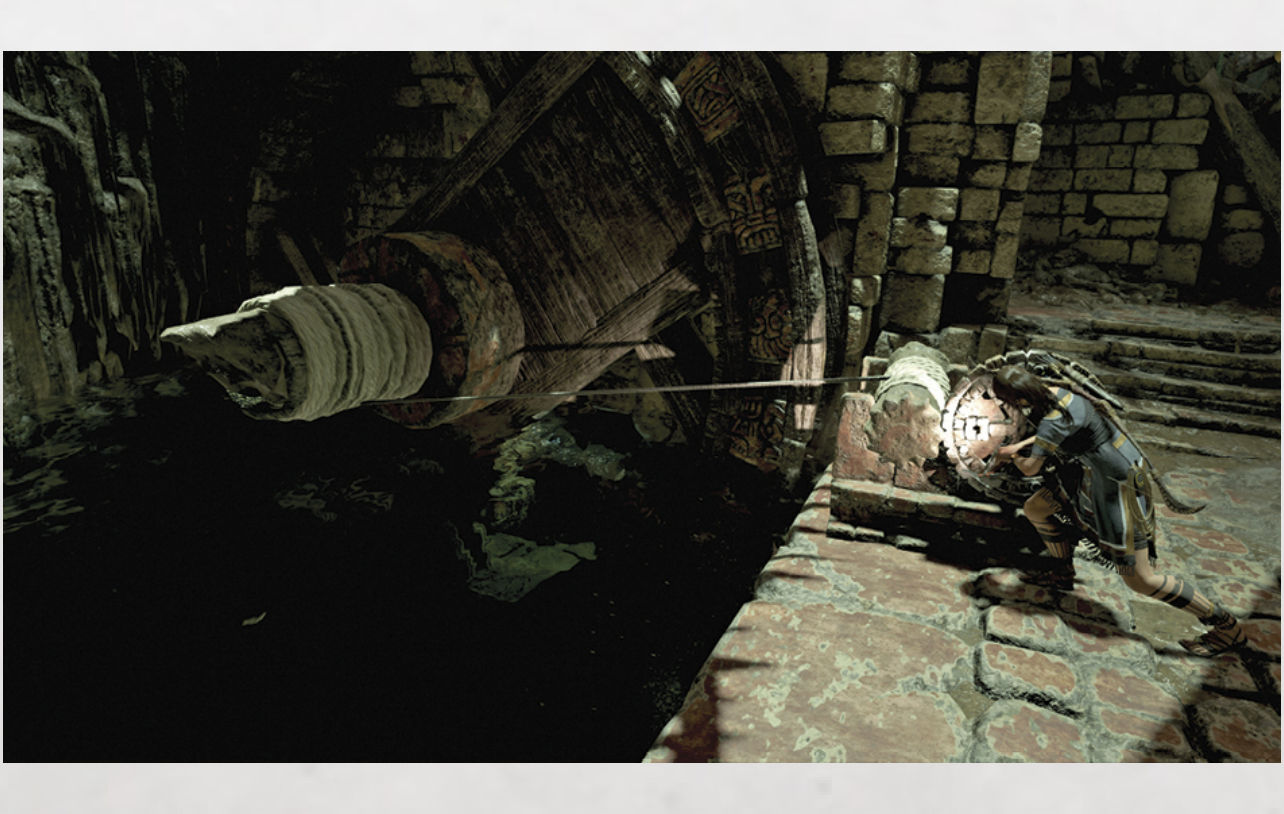
A cinematic pauses the action—a group of Yaaxil busts through the right barrier. After they successfully break through, quickly detonate the cauldron next to the group and then scramble up the wall. At the end of the corridor, rope-pull the third effigy down.

COUNTER MELEE ATTACKS

Puma's Feint is an extremely effective skill against the Yaaxil's melee attack. Evade to the side as a Yaaxil warrior swipes at Lara. With perfect timing, a circular meter appears with a button icon in the middle. Press that button while the moving circle is within the shaded area to dodge kill the foe.

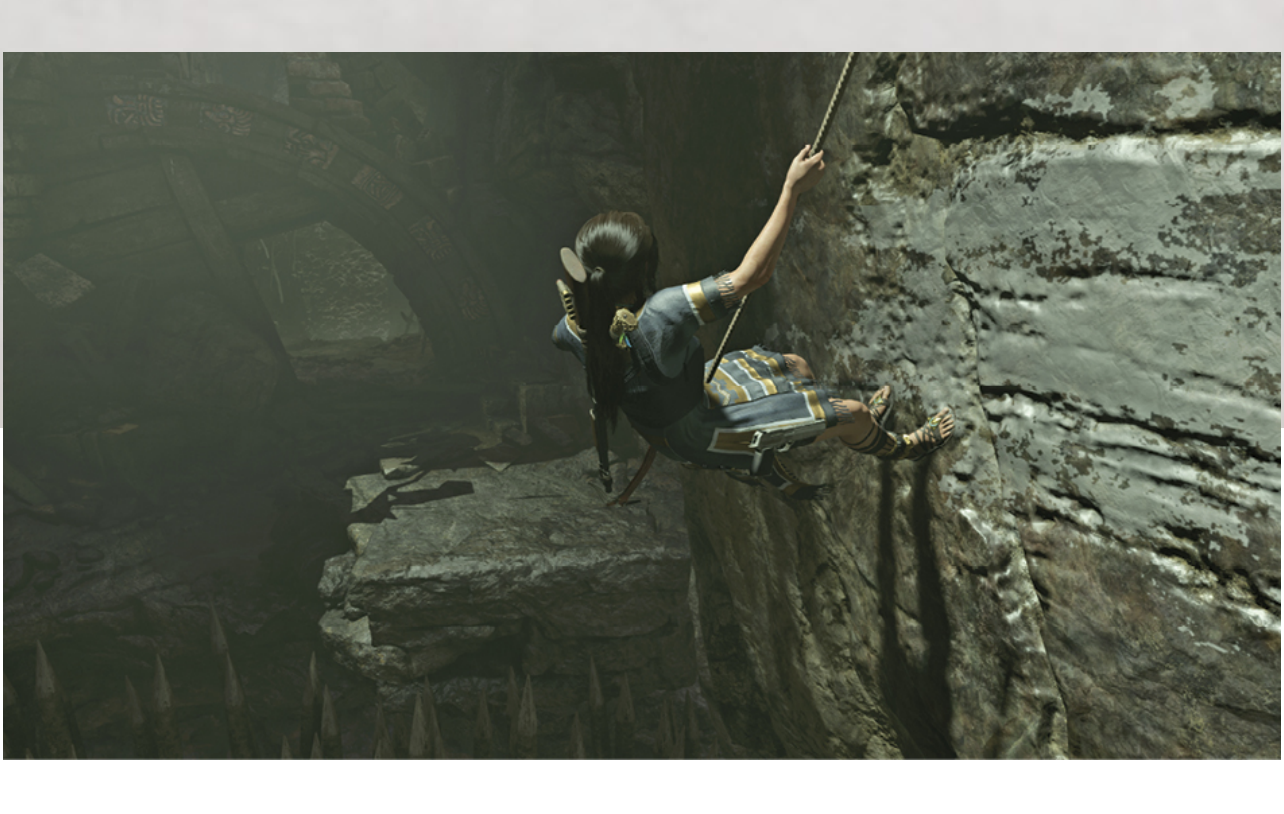
FIND THE SILVER BOX OF IX CHEL

Wade through the water tunnel into a chamber. Dive underwater and pull down a pry barrier that blocks the exit. Climb onto the floor and stand next to the crank. Tether an arrow between the two rope coils, then rotate the crank clockwise until Lara says, "There we go." Dive back into the water and swim through the openings.



Follow the checkpoints until you can climb out of the water. Watch out for a tripwire inside the corridor, and avoid the trap. As you turn the corner, a Yaaxil drops in. Quickly take it out before moving on.

Jump to the ledge on the right and then to the craggy surface. Rappel down, wall-run right, then left, then leap to the stone platform in the corner. A little farther down the corridor, leap to another climbable surface and drop into the water.

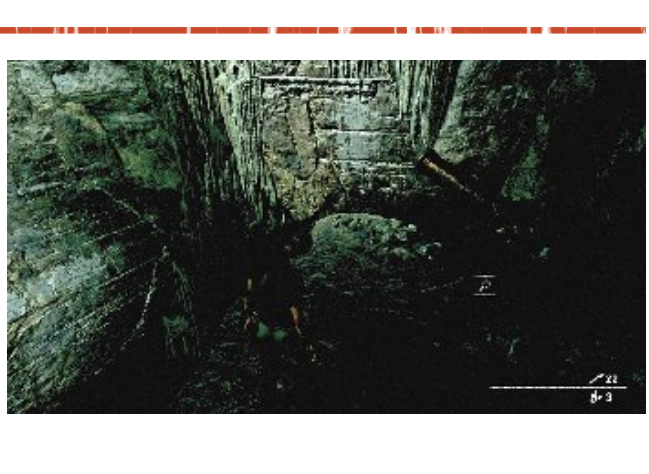


04 DOCUMENT

JOURNAL OF T. SERRANO 5

- **Dialect: N/A**
- **Nearest Camp: Cenote Temple Ruins**

In the darkness next to a cannon and barricade that must be pried with the Climbing Axe.

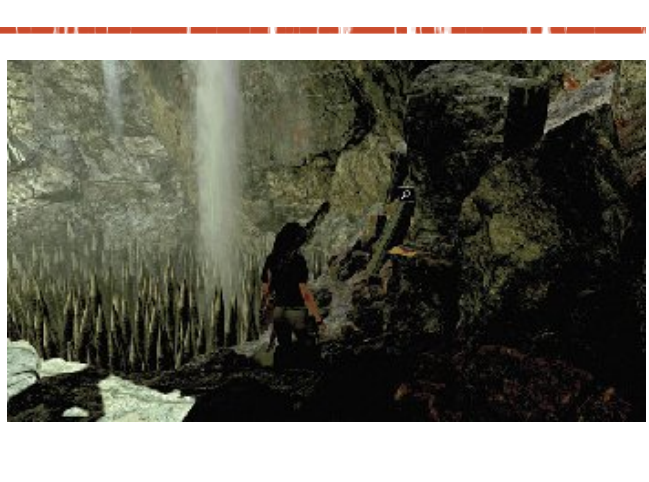


05 DOCUMENT

JOURNAL OF T. SERRANO 6

- **Dialect: N/A**
- **Nearest Camp: Cenote Tomb**

Found at the bottom of the spike pit.

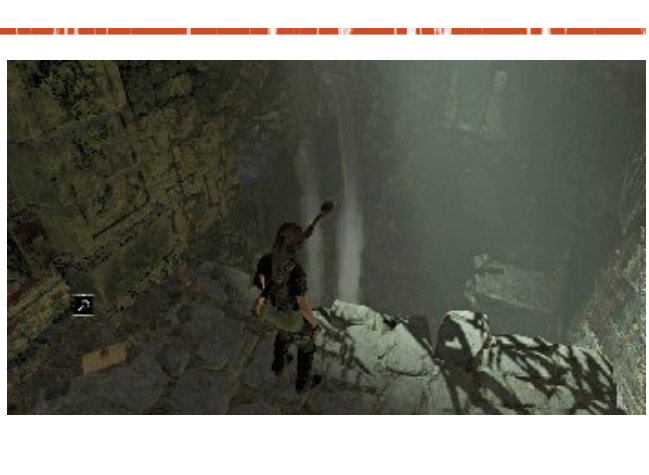


06 DOCUMENT

JOURNAL OF T. SERRANO 7

- **Dialect: N/A**
- **Nearest Camp: Cenote Tomb**

Found across the spike pit, near the "waterfalls."

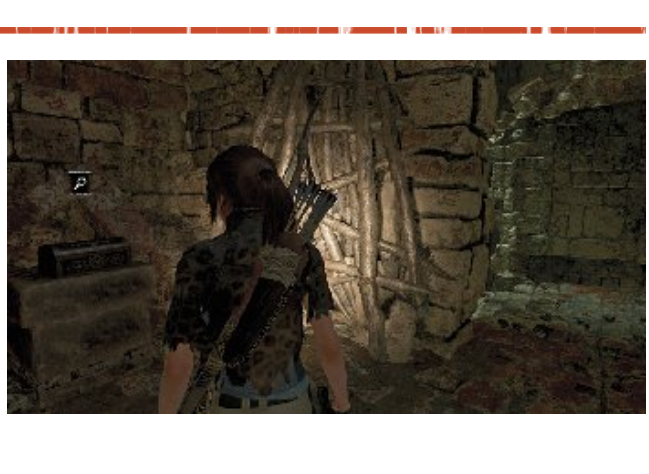


05 RELIC

BRIGITTINE ROSARY

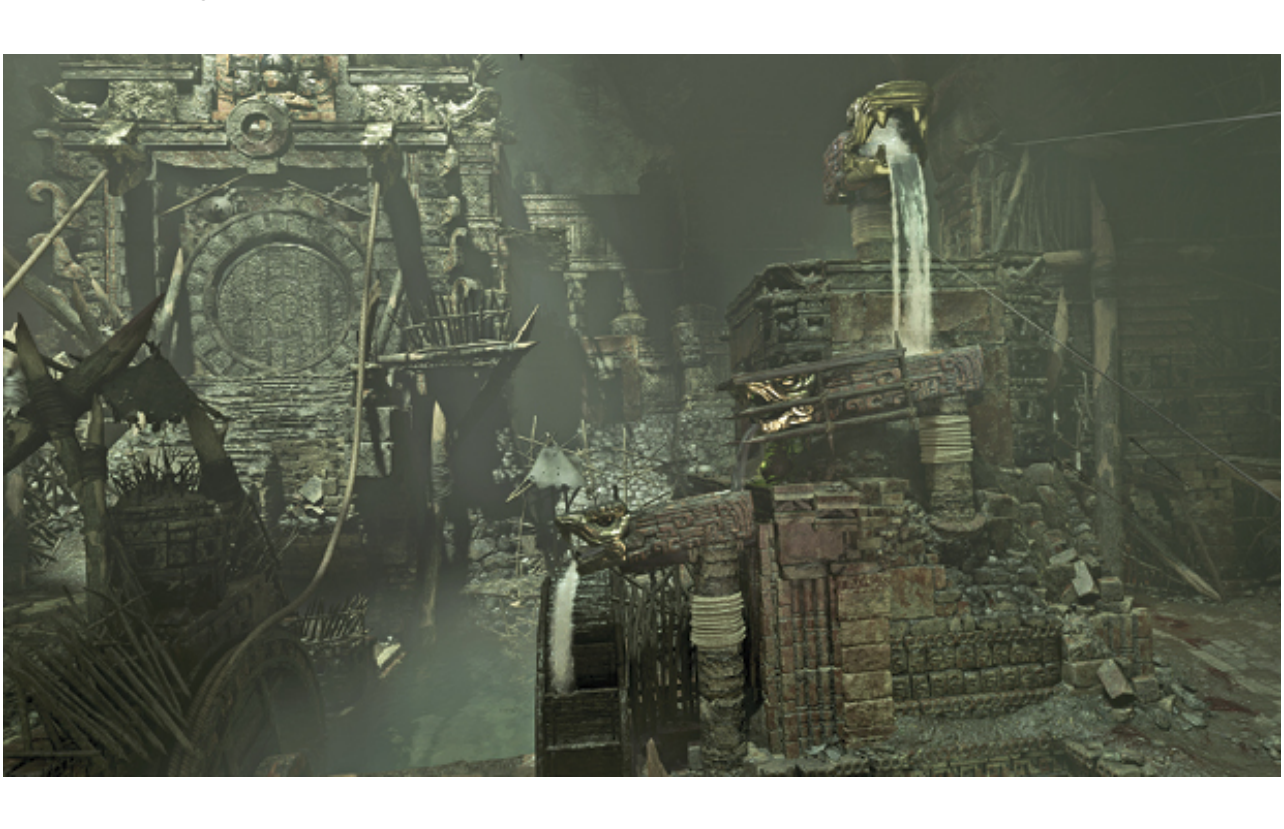
- **Dialect: N/A**
- **Nearest Camp: Cenote Tomb**

After escaping the ambush there will be a barricade which can be pried open, revealing another room with this Relic.



OPEN THE GATE

You find yourself in a large cavern, split in two by a wall, with a round door on the far side. A waterwheel on each side of the room must be activated, by solving the puzzles, in order for you to open two round gates. Swim under the shaft and pull yourself onto the floor on the right. Quickly aim at the crouched Yaaxil at the doorway and take it down before it can reach you. The fourth effigy is found inside the same room.



Move inside and prepare a weapon. Step toward the next door on the right until another enemy appears. Beat a rapid retreat to the water's edge, turn around, and detonate the cauldron to cause heavy damage to the pair of Yaaxil fighters. Finish them off with the shotgun. If the fight gets too rough, dive underwater and flee to the far side. The enemies pursue along the walkway, but you can set up a better shot from a distance. To activate the right waterwheel (4), do the following:

- Proceed up the steps and approach the crank and rope coil on the right. Look to the right to spot three troughs with rope wrapped around each post, which allows them to be turned with the crank. First, tether a rope between the middle trough and the crank, and turn it so the mouth faces right.
- Run up the steps on the right, kill the lone enemy that emerges from a hole, and climb up to the top trough. Pull the pry barrier down and return to the crank, killing the Yaaxil that follows you back.
- Turn the middle trough the other way until it's lined up over the bottom one (all the way left).
- Tether a rope between the crank and top rope coil, and turn it until water flows from the headrace into the middle trough.
- Tether a rope to the bottom trough and turn it clockwise until the water hits the paddles of the waterwheel, causing the first door to open.

This brings out two Yaaxil archers and a melee fighter. Quickly eliminate the close-combat foe, then use your bow to kill the long-range enemies. You can also ignore these guys and simply dive into the water on the left. Swim through the hole in the pulley under the shaft. Exit the water on the left. A rope coil on the left allows you to pull down a section of the dividing wall and return to the previous area, if desired.

OPEN THE SECOND GATE

Pull down the final effigy just ahead. Next, scramble up to the big platform, where you find another crank and rope coil. Two archers begin launching arrows your way. Take them out with a couple of quick headshots. Two melee Yaaxil enter through the opening below the archers. If possible, detonate the cauldron next to the opening at the top of the steps when the duo moves past.

The left side (5) is set up in a similar manner to the first, but this time the headrace is stationary, and you only need to turn two troughs.

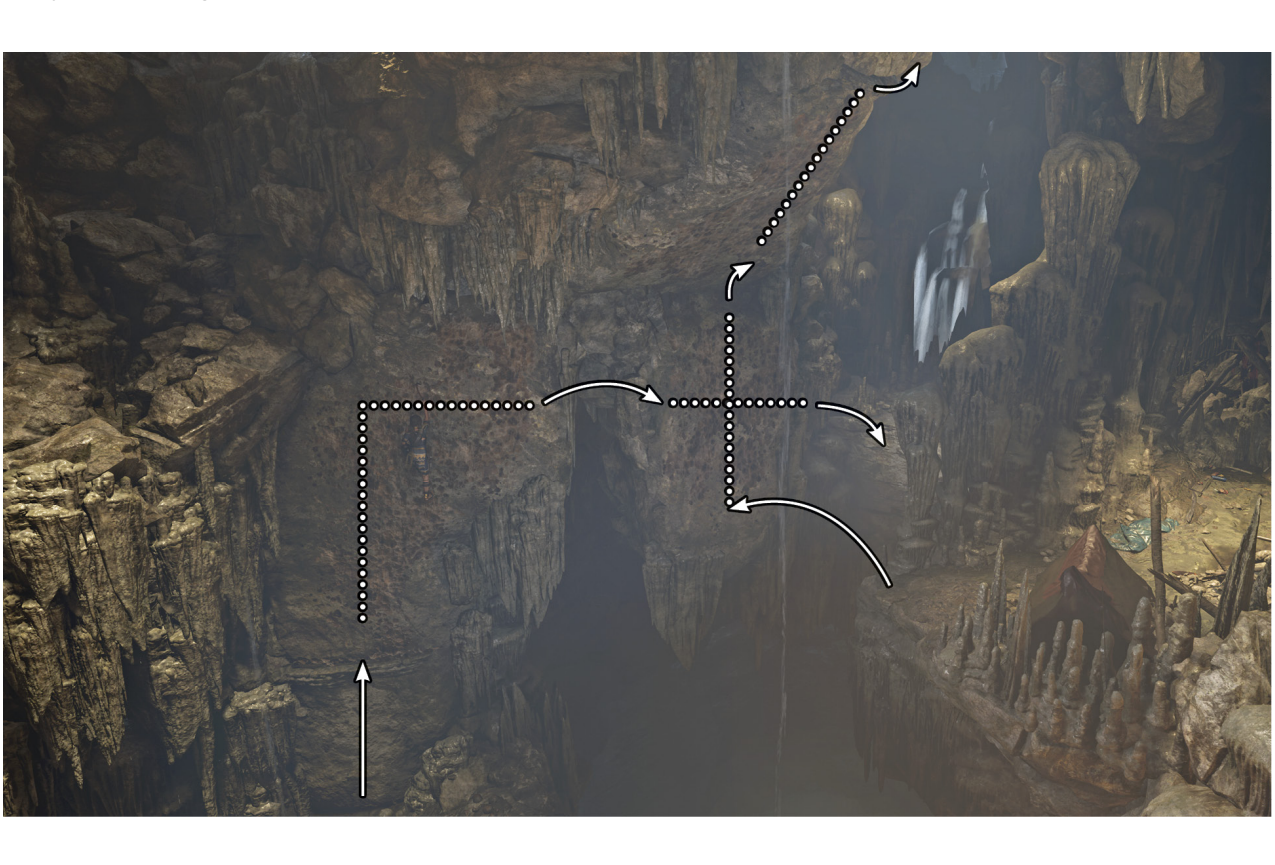
- Tether a rope between the crank and left trough, and turn it until water pours into the pool between the waterwheel and you. Dive into the water and pry the now-accessible barrier from the right pole. Return to the crank, where more Yaaxil fighters have shown up. An archer fires arrows from a balcony in the back corner. Use an explosive cauldron to deal with the long-range foe. As you fight these guys off, two more melee fighters show up, as well as another archer near the waterwheel.
- At the crank, use a tethered rope to turn the left trough counterclockwise until it pours into the right.
- Tether a new rope to the right pole, and turn it until the waterwheel begins to turn and the second door opens.

EMPTY-HANDED — ESCAPE THE CENOTE

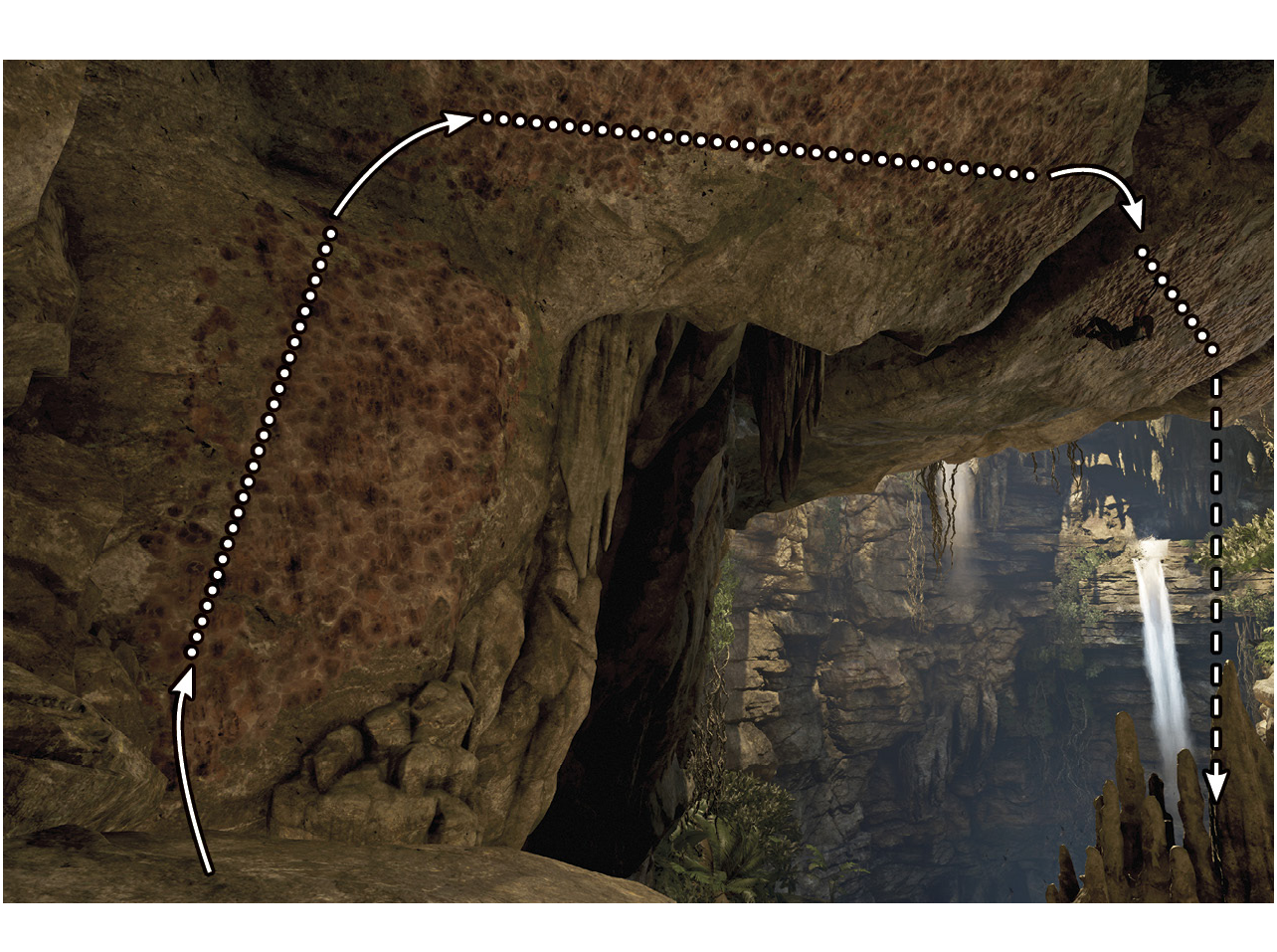
You regain control of Lara as the Yaaxil chase you through the temple. Sprint and jump the gap ahead, using the Grapple Axe to swing from the metal hook. Continue at full speed along the path, climbing and scrambling up the ledges. There are more gaps to jump, and another metal hook to swing across. Keep your eyes peeled for obstacles and the Yaaxil. Eventually, a long leap escapes the creatures. Slide into a water tunnel.

RETURN TO PAITITI

Fast-swim through the tunnel until you can take a breath at the trapped air. Continue your swim until you surface. Follow the trail, jump over the gap, and ascend the wall at the other end.



- Follow the craggy wall to the right until you can dismount to the far cliff.
- Squeeze through a narrow opening on the right to find the Climbing Boots (6).
- Turn around, leap off the cliff edge, and scale the wall. At the crux, jump to the overhang and grab on with the climbing axes. Press forward until you exit the overhang.

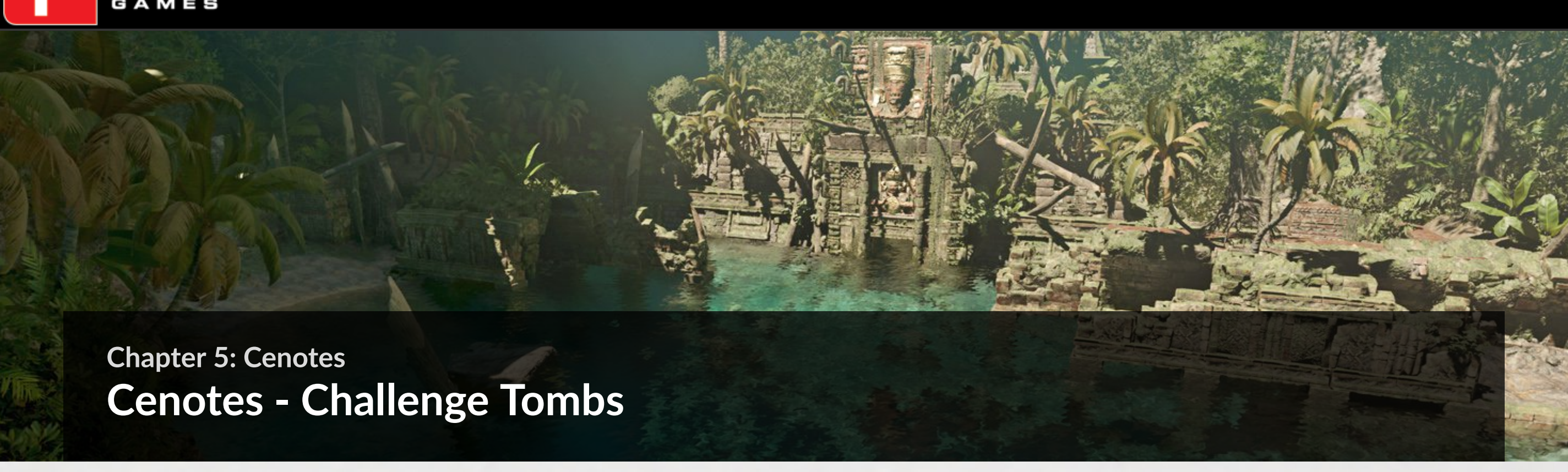


- Follow the trail and scramble to the shallow ledge. Climb up and squat-walk through the tunnel.
- Leap to the craggy wall on the left, ascend to the overhang, and traverse to the right. Perform two lateral jumps across the gaps to the right. Rappel down and swing over to the plateau.
- Move forward along the cliff edge, then scramble and scale the wall up to another overhang. Enter the overhang and follow it left, performing a lateral jump to clear the gap.
- Press forward and jump to reach the handholds. Climb the craggy surface up and left. Leap toward the far cliff and throw the Grapple Axe to reach it. Climb up and duck through the hole ahead.

NEW EQUIPMENT: CLIMBING BOOTS

With the Climbing Boots, you're able to navigate overhangs. Overhang entry is achieved by jumping and pressing the Interact button to attach. Always be ready to press the button when making this maneuver, or you may fall. Exiting overhangs is performed in the same manner as entry; press jump as Lara extends toward a higher ledge.

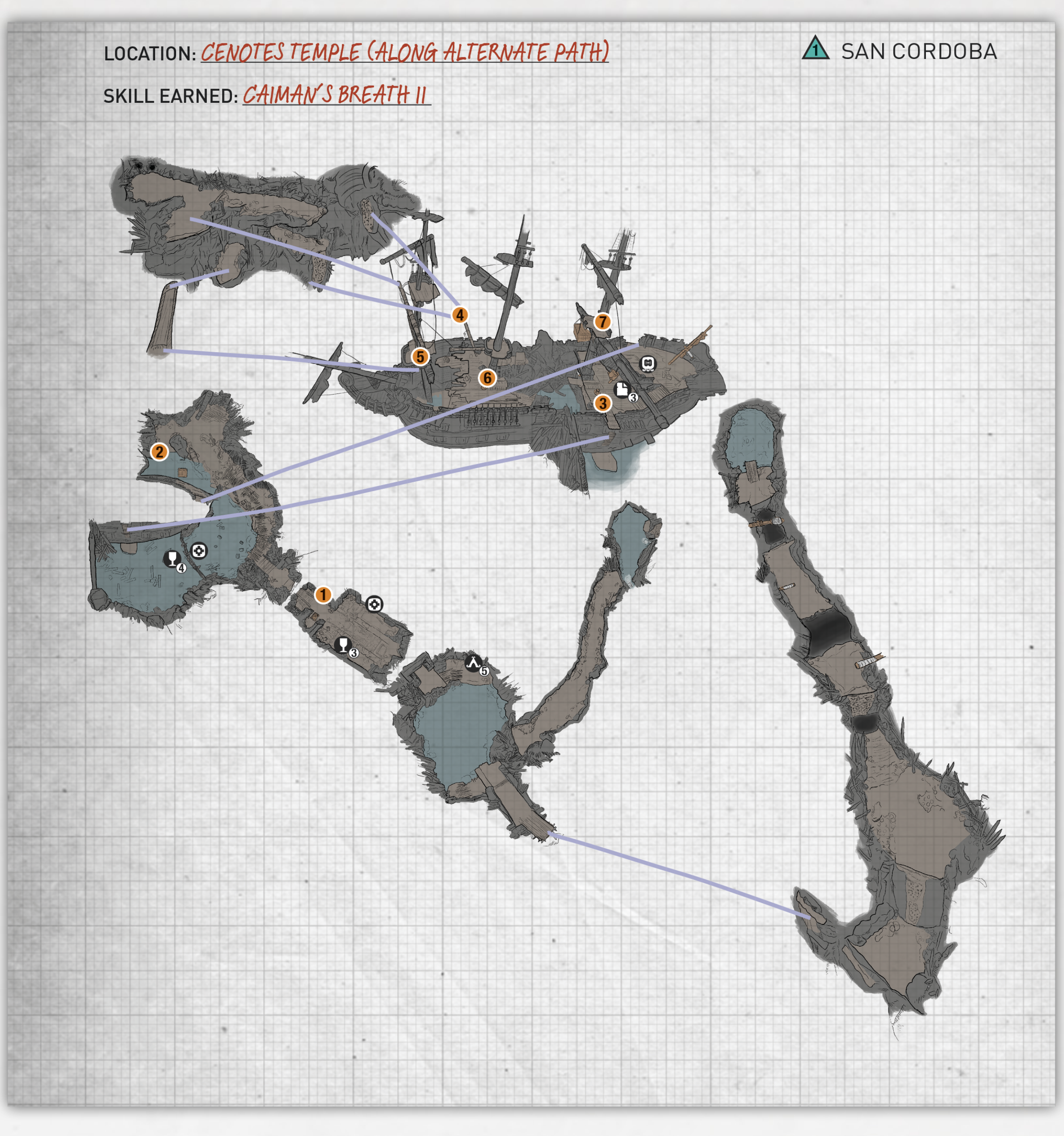
Run off the edge and swan-dive into the waterhole. Fast-swim underwater toward the objective marker and quickly pull off the pry barrier. Keep an eye out for a school of piranha swimming in the tunnel ahead, and duck into the underwater concealment to avoid its attack. Take a breath at the trapped air, and continue through the crevice ahead before exiting the cave. This puts you back in the Hidden City, near the Fishing District Base Camp.



Chapter 5: Cenotes

Cenotes - Challenge Tombs

LOCATION: CENOTES TEMPLE (ALONG ALTERNATE PATH)


LOCATION: CENOTES TEMPLE (ALONG ALTERNATE PATH)
SKILL EARNED: CAIMAN'S BREATH II
1 SAN CORDOBA
1
2
3
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7
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3

ACCESS THE TOMB

Soon after you enter the temple, the path splits. Left takes you to your next story objective; right explores more of Cenotes, with the tomb entrance about halfway through the alternate path. Jump across the gap to the craggy surface and ascend to the walkway. Up on the right, a shotgun barrier blocks access back to the start of the temple. Dive into the water and follow the tunnel, keeping an eye out for trapped air.

Watch for light shining into the water on the right. At that point, turn right. Following the water straight takes you back to the temple.

Continue fast-swimming to the next trapped air. A pair of moray eels swims the next section of the water tunnel, so steer clear and hide in the vegetation when one is nearby. If an eel gets ahold of you, jam on the Interact button to fight it off. Eventually, Lara is swept down a waterfall.

THE TOMB BASE CAMP

Climb onto the ledge. Scramble and climb up the wall until you can't go any farther. Jump, shimmy, and jump again to reach the craggy wall on the right. Ascend to the walkway above, and scramble through the tunnel to reach the Collapsed Temple Base Camp.

CLIMB ONTO THE SHIP

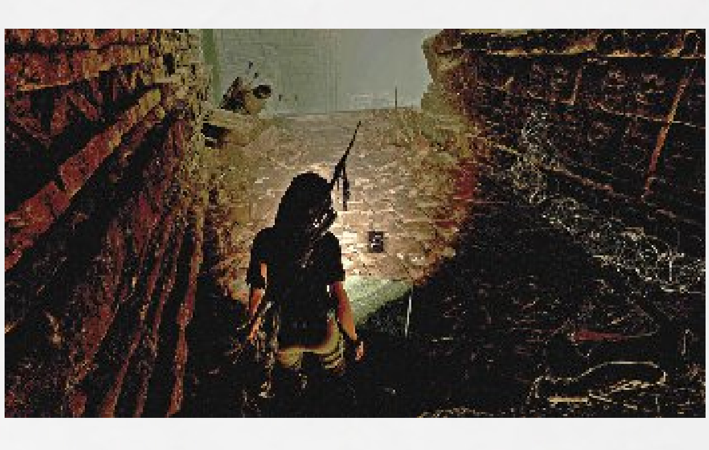
Climb the nearby ledge, and enter another temple. Run straight until you reach a cannon and cart (1). Push the cart left, then push the cannon forward until it rolls down the slope, smashing through a barrier. Follow the cart into a massive cavern, where a Spanish galleon has mysteriously come to rest.

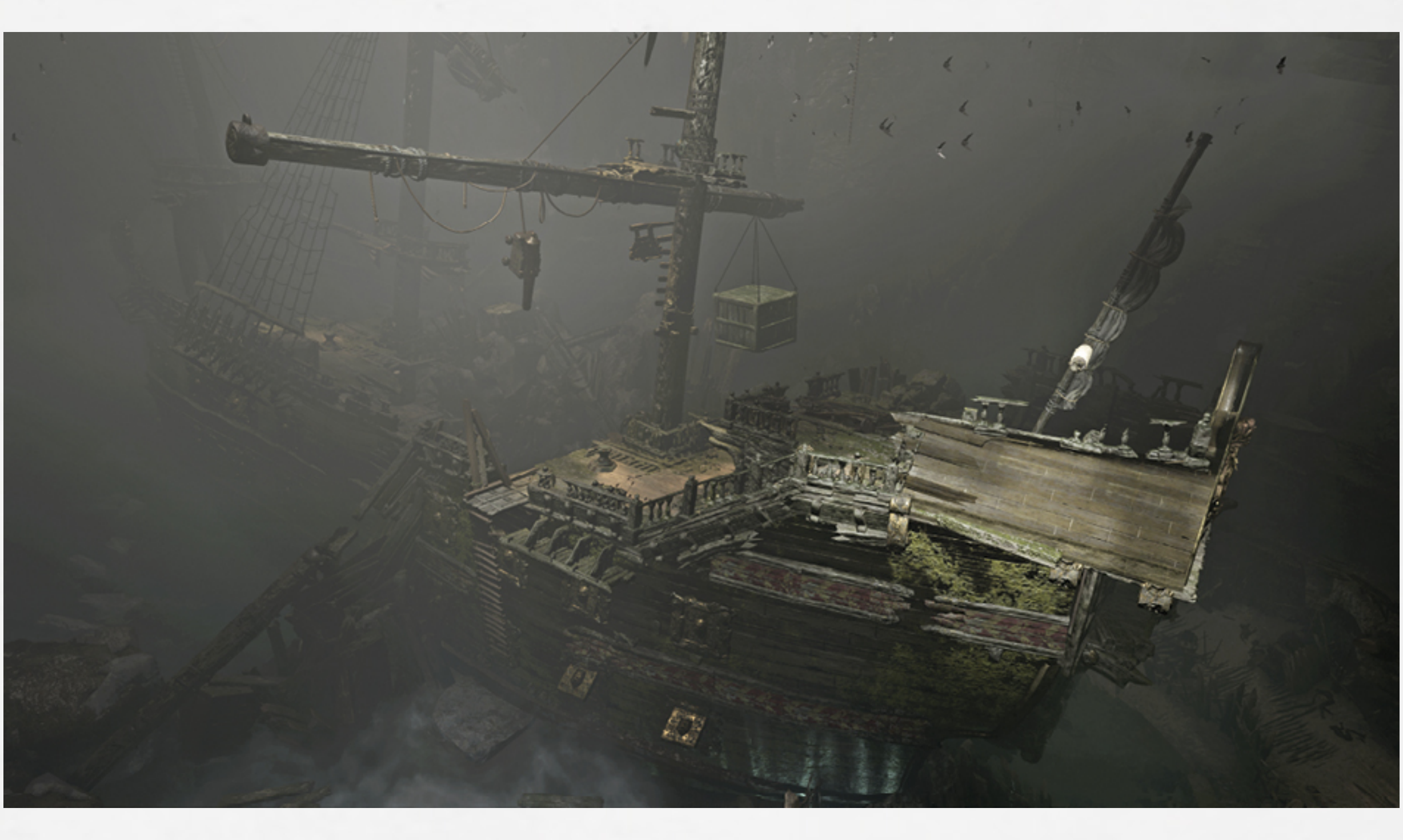
03 RELIC

PRIMITIVE DOLL

- **Dialect: MAM**
- **Nearest Camp: Collapsed Temple**

To the left of the entrance after entering the large room with the first moveable cannon.





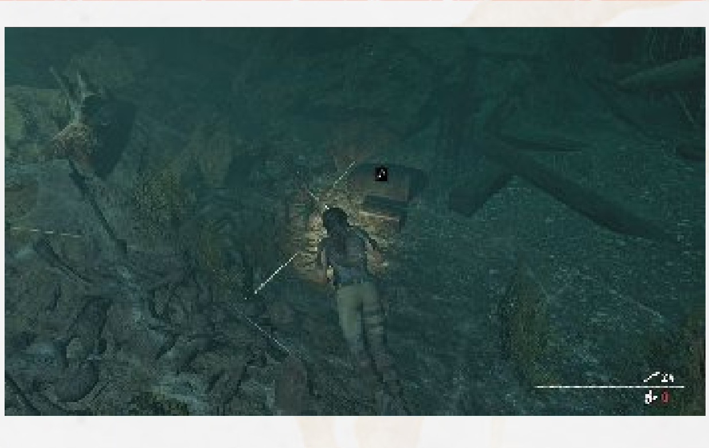
Run along the beach to the far right. Kick the raft (2) toward the ship and climb on. Scramble up the side of the ship to the handhold, and jump up to the next opening. Leap left, then scramble and climb onto the deck.

04 RELIC

RUSTY SWORD

- **Dialect: N/A**
- **Nearest Camp: Collapsed Temple**

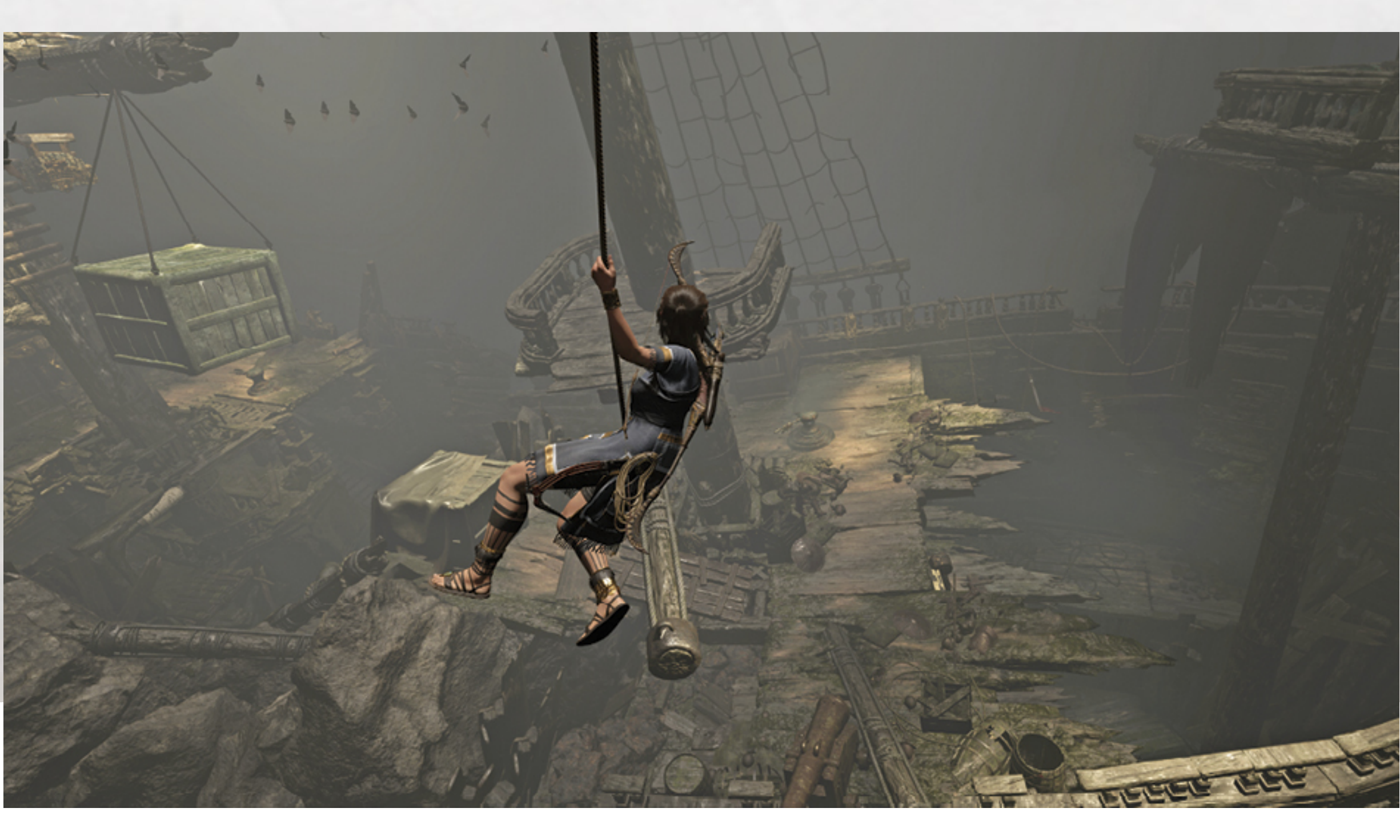
Found in the water under the trapped ship.



ENTER THE CAPTAIN'S CABIN

Follow these steps to enter the captain's quarters:

- Descend the steps and turn the handle (3) until the "falconet is in position." Dive into the water and pry the gate open to reach the back of the ship. Jump off the starboard side and search the waters for valuables before using the ladder to climb back onto the ship.
- Follow the corridor around to the left before exiting the water. Climb onto the ledge and scramble up the vertical boards. Scramble and jump all the way up to the broken board, shimmy left, then swing on the pole. Quickly scramble up to the deck.
- Run left and tightrope to the end of the beam (4). Leap to the craggy surface and ascend to a trail.
- Follow the trail left, leap over to the boom, and walk onto the aft platform. Use a climbing axe on the crank (5) to turn the next boom 90 degrees.
- Wall-scramble up the boards that run up the backside of the mast, and climb the ladder to the upper boom. You can climb up farther to another platform, but your next objective requires walking left out onto the boom.
- At the end of the boom, leap to the ledge ahead. Search the cave on the left before following the trail around to the right.
- Jump to the craggy wall, rappel down, and swing right to another boom. Follow it inward and drop to the deck. Run around the mast and pull another handle (6) back until the mast points toward the foremast.



- Run back around the mast and climb the crate on the right. Jump over to the boom, then vault onto the cargo.

- Jump to the boards and climb up to the sign. Shimmy right, then jump upward to a partial ladder. Step up to the crank (7) on the side of the mast and pry it loose to drop the cannon into the captain's quarters.
- Tether a rope from the coil above to another below the boom, and ride it down to the bow. Descend the stairs, or drop through the hole, to enter the front cabin to find the stele. Search the captain's quarters before exiting the cabin; a rope coil to the left provides an alternate exit from the ship.

EXIT THE TOMB

Return to the Base Camp. If you've already completed the Cenotes, fast-travel to another Base Camp. If you must return to the story, cross the water, climb onto the bank, and scramble up to the exit.

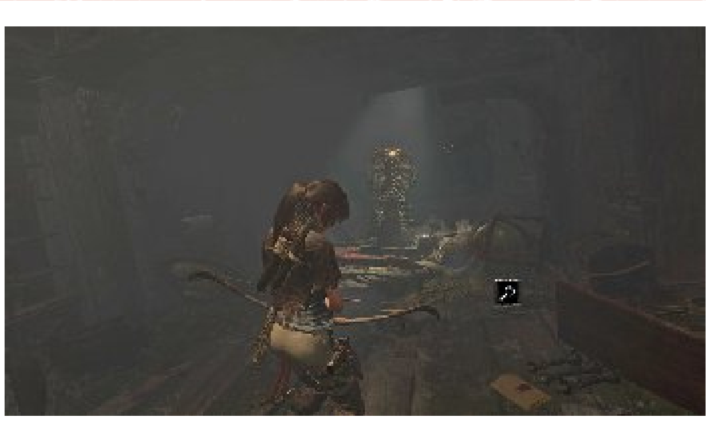
Leap to the craggy wall and ascend to the narrow shelf. Shimmy and jump to the right before continuing up to the plateau.

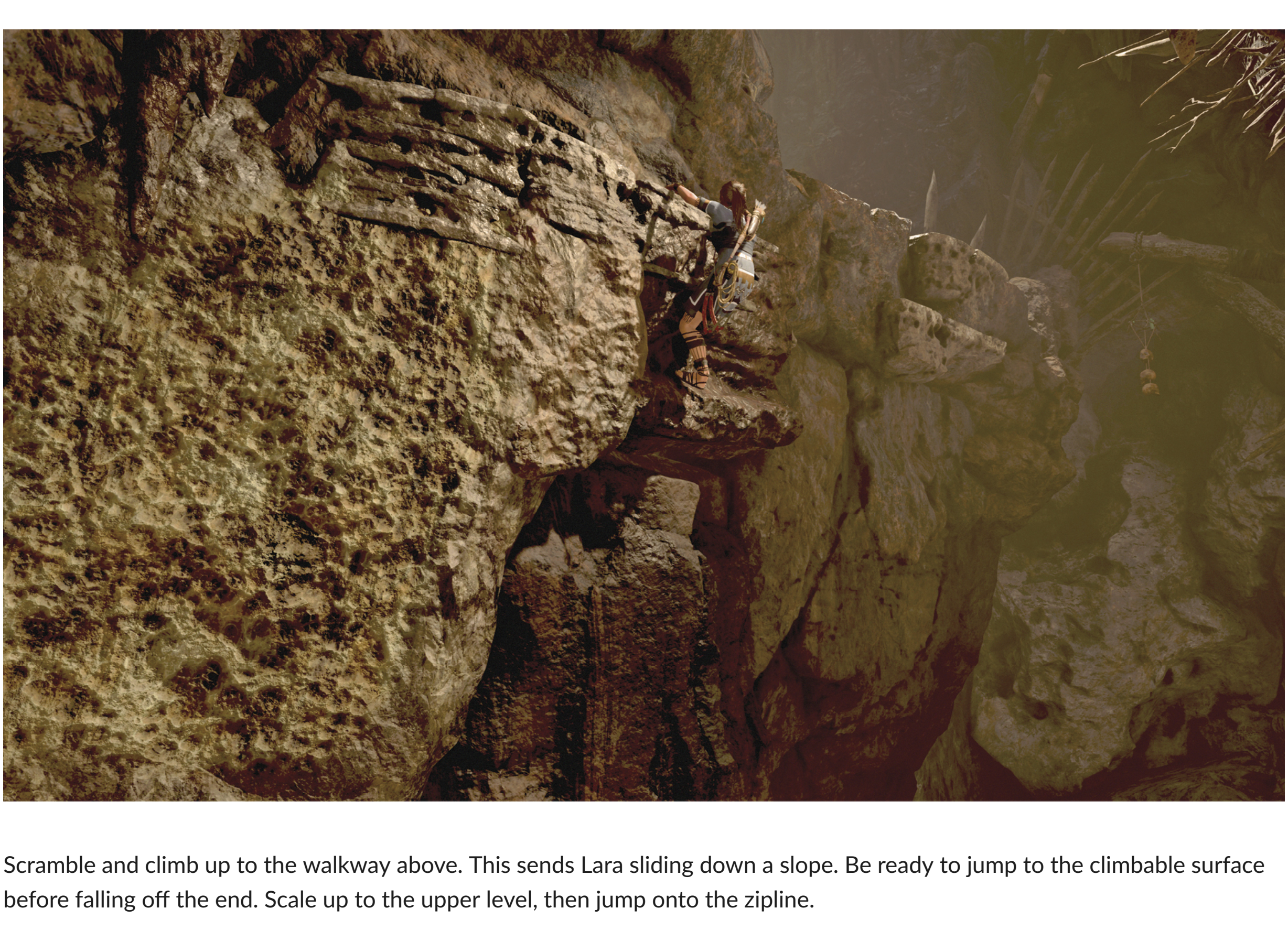
03 DOCUMENT

CAPTAIN'S NOTE

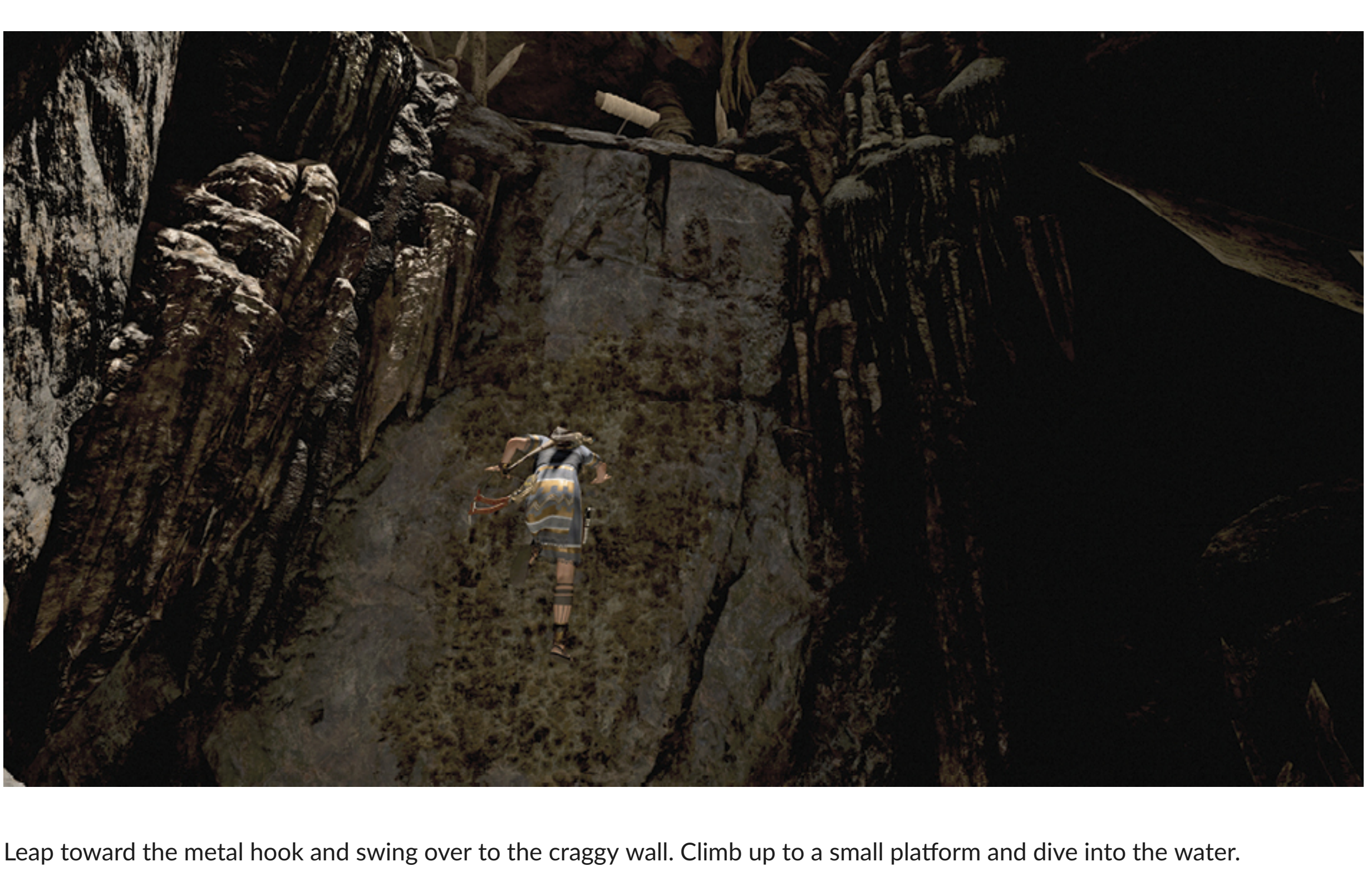
- **Dialect: N/A**
- **Nearest Camp: Collapsed Temple**

Found in the Captain's Quarters, next to the tomb's treasure.





Scramble and climb up to the walkway above. This sends Lara sliding down a slope. Be ready to jump to the climbable surface before falling off the end. Scale up to the upper level, then jump onto the zipline.

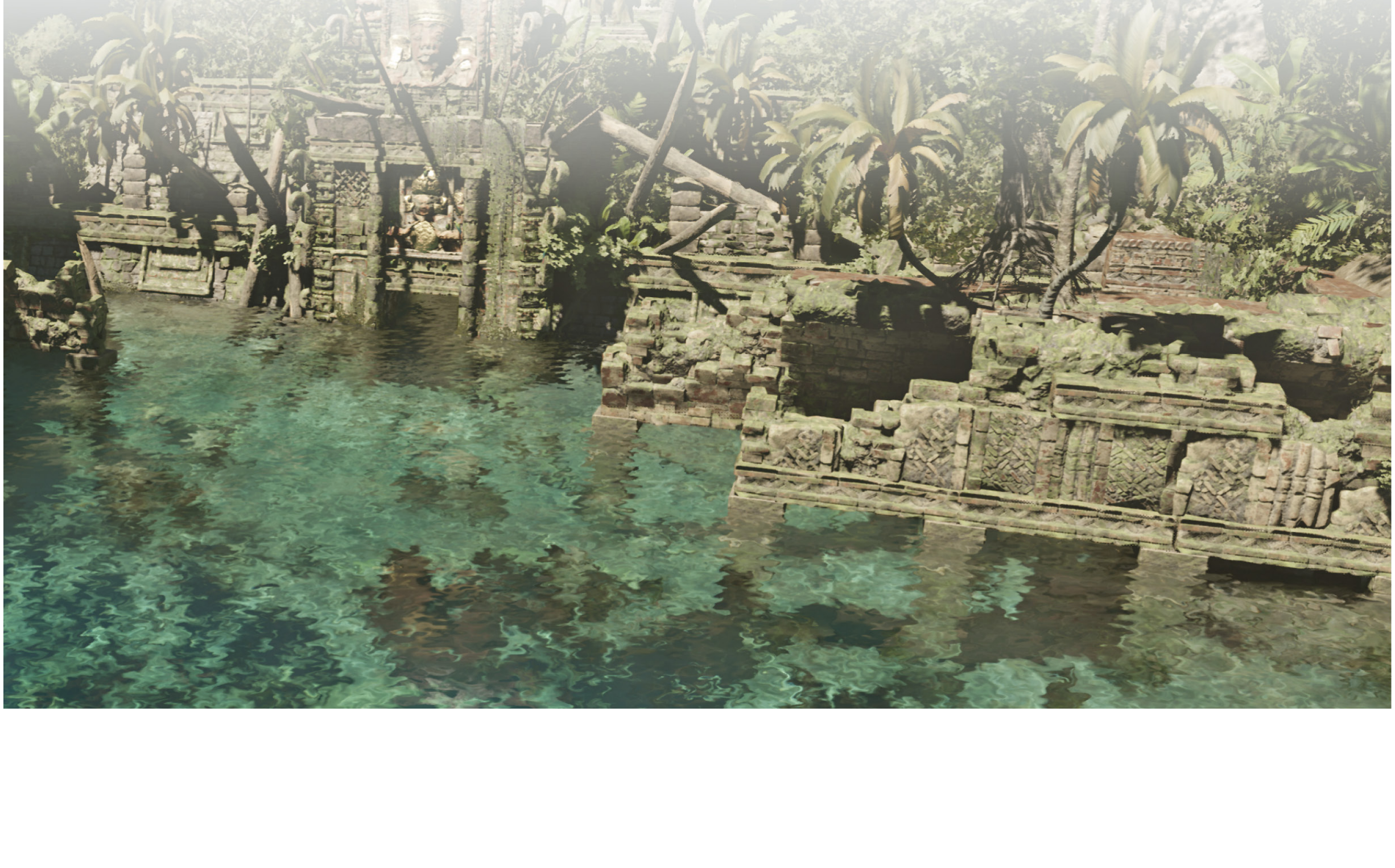


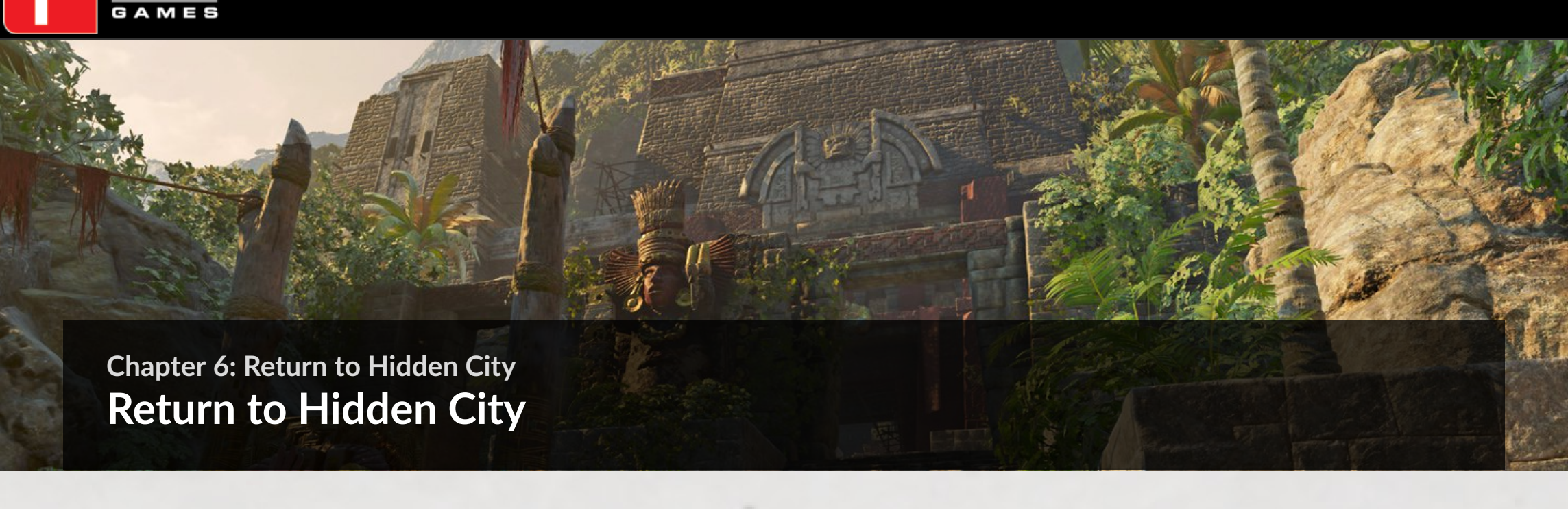
Leap toward the metal hook and swing over to the craggy wall. Climb up to a small platform and dive into the water.

Dive downward through a hole to reconnect with the water tunnel you followed into the tomb.

REJOIN THE STORY

Turn right to find trapped air. Continue in the same direction until the path splits. Turn right, climb onto the bank, and destroy the pry barrier to return to the main path.



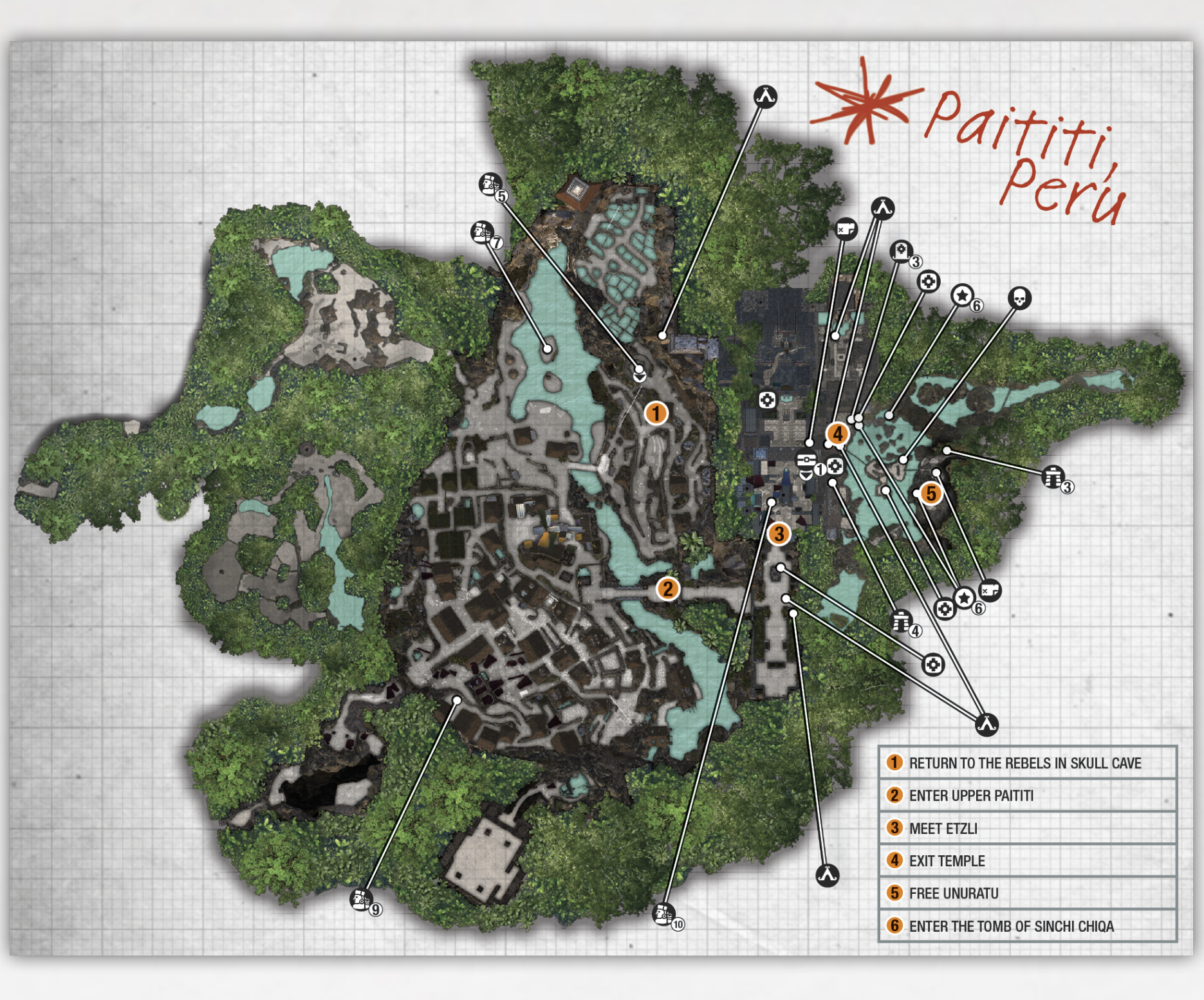


Chapter 6: Return to Hidden City

Return to Hidden City

CHAPTER: 06

LOCATION: PAITITI, PERU



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission GIver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
11	3	11	6	3	5	28	42	23	34	7

MAIN STORY OBJECTIVES

- Head to Unuratu's
- Meet Etzli in Upper Paititi
- Break Unuratu Out of Prison
- Find the Tomb of Sinchi Chiqa
- Defeat the Cult of Kukulkan Warriors

NEW SIDE MISSIONS

1. In the Midnight Hour - Freedom
2. In the Midnight Hour - A Particular Set of Skills
3. Knowledge of Evil - Ancient Studies
4. Knowledge of Evil - Gods and Monsters
5. Wolf at the Door - Widow's Tears
6. Collateral Damage - Stay of Execution

CHALLENGES

5. Speak of the Dead: Uncover four crypt secrets.
6. Dunkin' Bones: Knock three skeletons off their poles into the river.

NEW CHALLENGE TOMBS (SKILL)

3. Ancient Aqueduct (Jaguar's Paw)

CRYPTS (TREASURE)

3. Uturunku, the Ferryman (Vestige: Ch'Amaka's War Vest)
4. Qispi, the Merchant (Vestige: Yaway's Wooden Greaves)

REBELLION LIVES — FIND THE REBEL CAVE

Head toward Unuratu's home. As you do so, Jonah informs you that they've moved to Skull Cave (1), located on a lower tier from Unuratu's. Head to the objective marker to find a crevice in the wall, and check in with Jonah and Uchu.

NEW OUTFIT: SERPENT GUARD

Lara receives the Serpent Guard outfit, which allows her to freely explore Upper Paititi. The outfit is automatically equipped. You can change back into the Blue Heron Tunic, but you must be wearing the Serpent Guard outfit to continue the story. The Serpent Guard outfit unlocks new side missions, so it's worth exploring the village again. The outfit also allows you to speak to Kukulkan supporters in the village.

MEET ETZLI IN UPPER PAITITI

Head to the main bridge near the Market District, and cross over to Upper Paititi. Slip through the opening (2), and follow the corridors ahead and to the right. Keep an eye out for Artifacts and other valuables along the way. A Monolith stands at the far end before objective markers lead you back the other way.

The Upper City Main Gate Base Camp is available just before you meet up with Etzli (3). Besides discussing entry into the temple, he also mentions a friend in need—which begins "Collateral Damage - Stay of Execution" side mission. This is an ideal time to complete the mission, but it's not necessary to the story. Refer to the "Side Missions" section later in this chapter for full details.

There are numerous Artifacts and resources in the area too, making it well worth the effort to explore before you continue the story. A treasure chest is also available, if you've purchased the Lockpick.

ENTER THE TEMPLE OF KUKULKAN

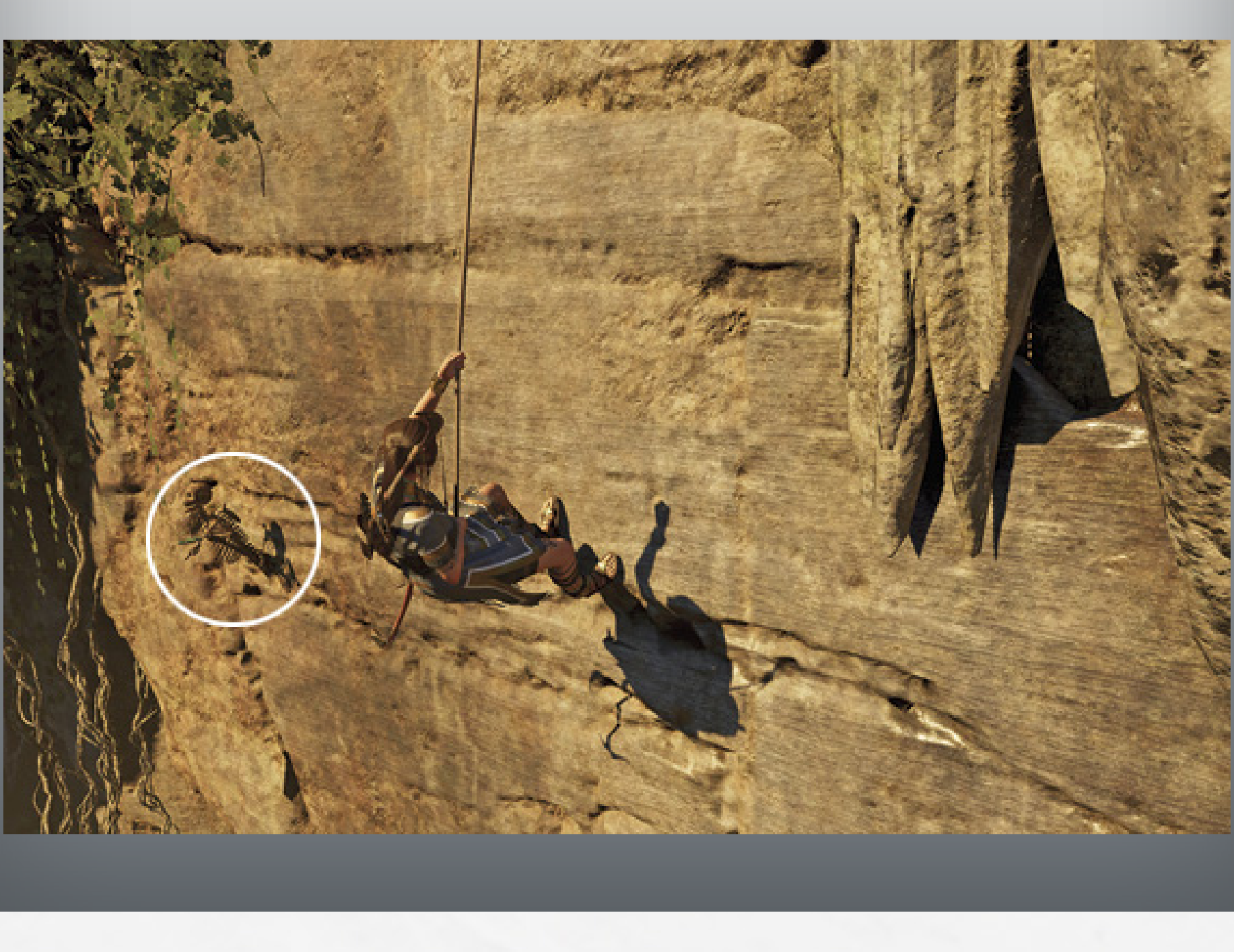
Walk up to the pair of guards at the temple entrance, and move inside. Descend into the temple, explore the big room (there are numerous resources and Artifacts to be found), and exit out the right side. The corridor leads you back outside (4), next to a raging river.

NEW CHALLENGE TOMB

After you exit the temple, a new challenge tomb becomes available: drop off the left cliff instead of jumping to the wall ahead. Refer to the "Challenge Tombs" section at the end of this chapter for more information.

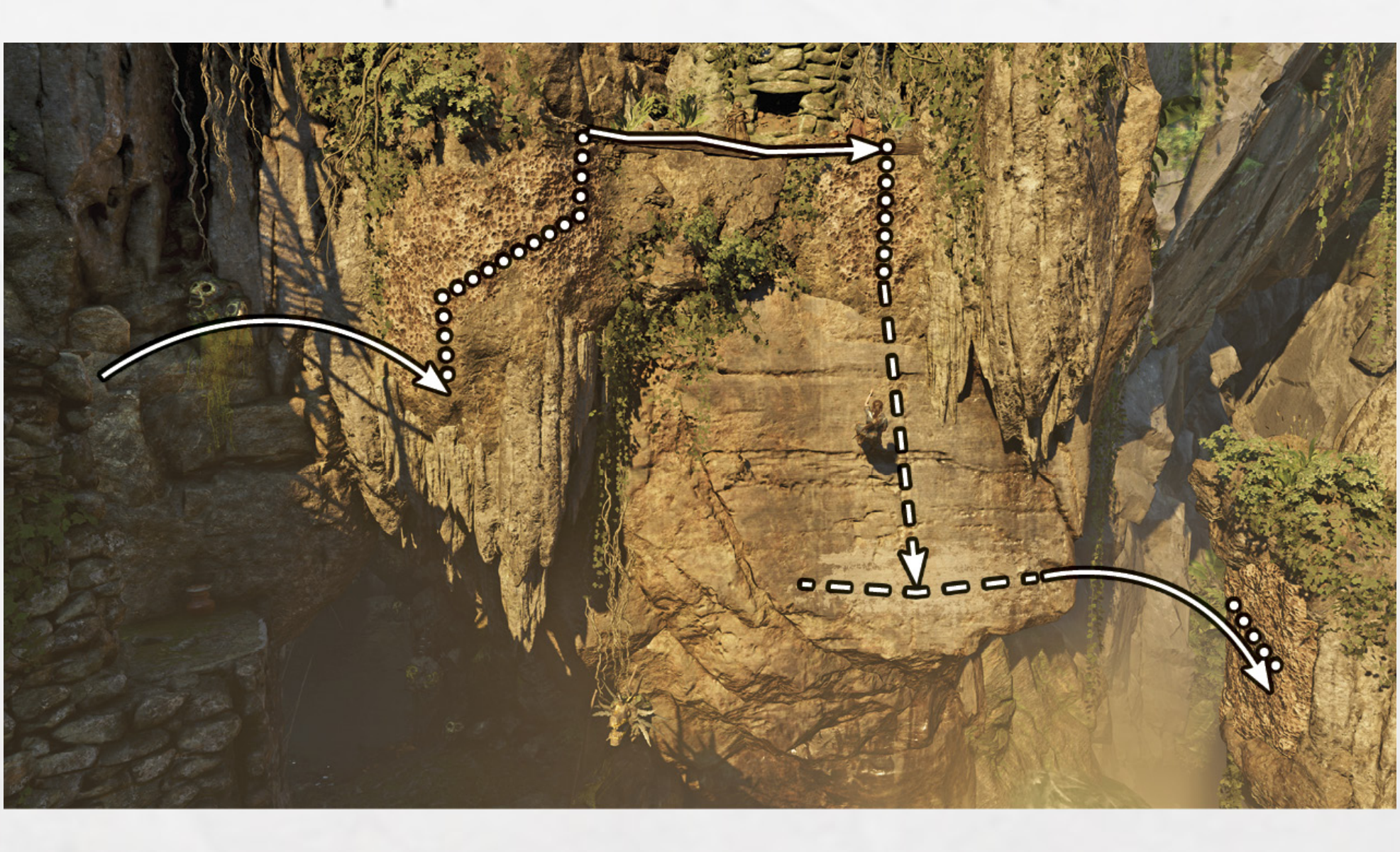
DUNKIN' BONES

Knock three skeletons off their poles into the river. One of the three skeletons required for this challenge is located below the beam that cracks in two during the following climb. Perform a wall run through the skeleton to knock it down. Look for the other two skeletons as you explore the area. All three are marked on the region map at the start of this chapter.

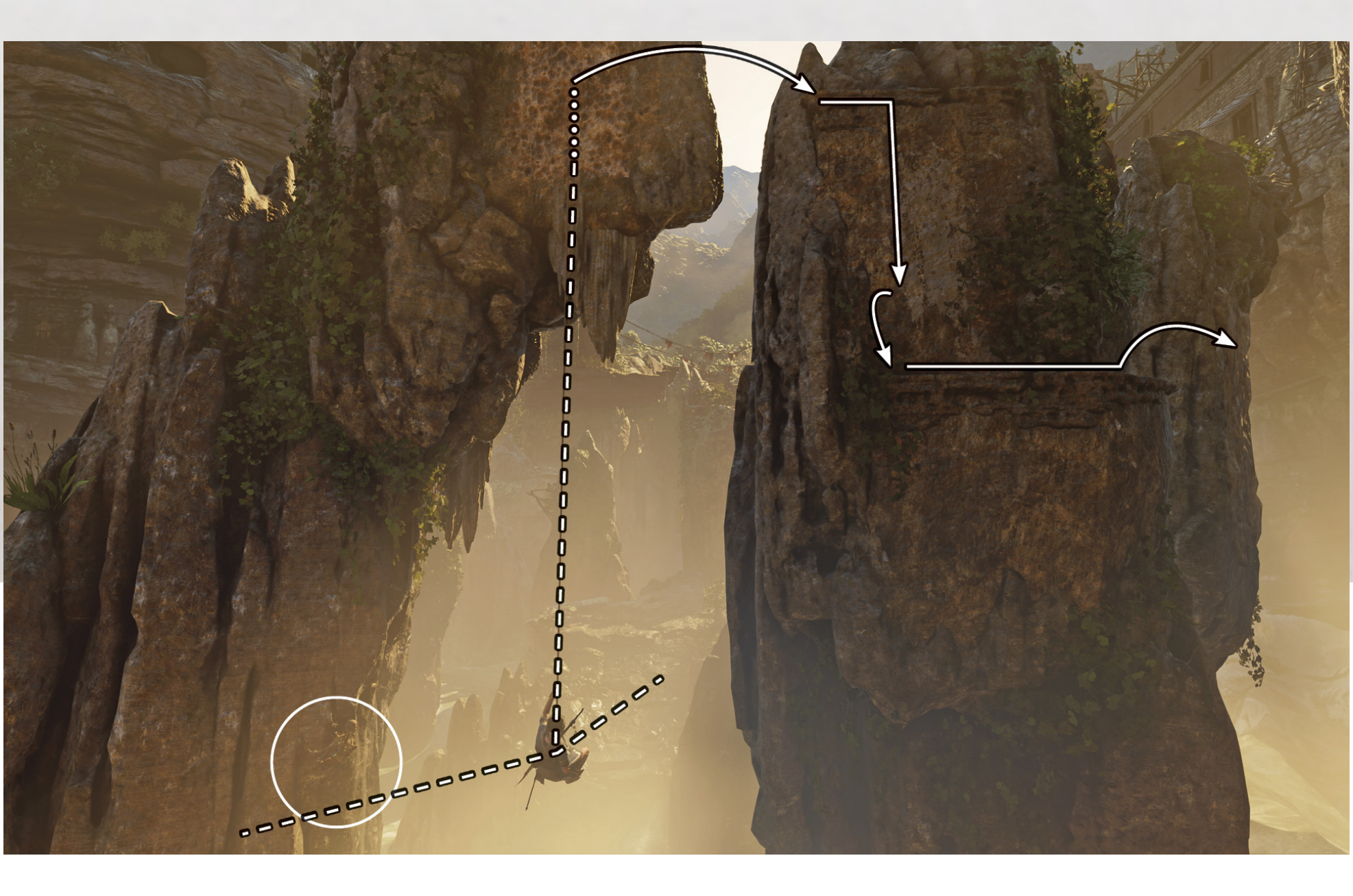


BREAK UNURATU OUT OF PRISON

Guards block the bridge, so turn left, leap to the craggy surface, and move right.



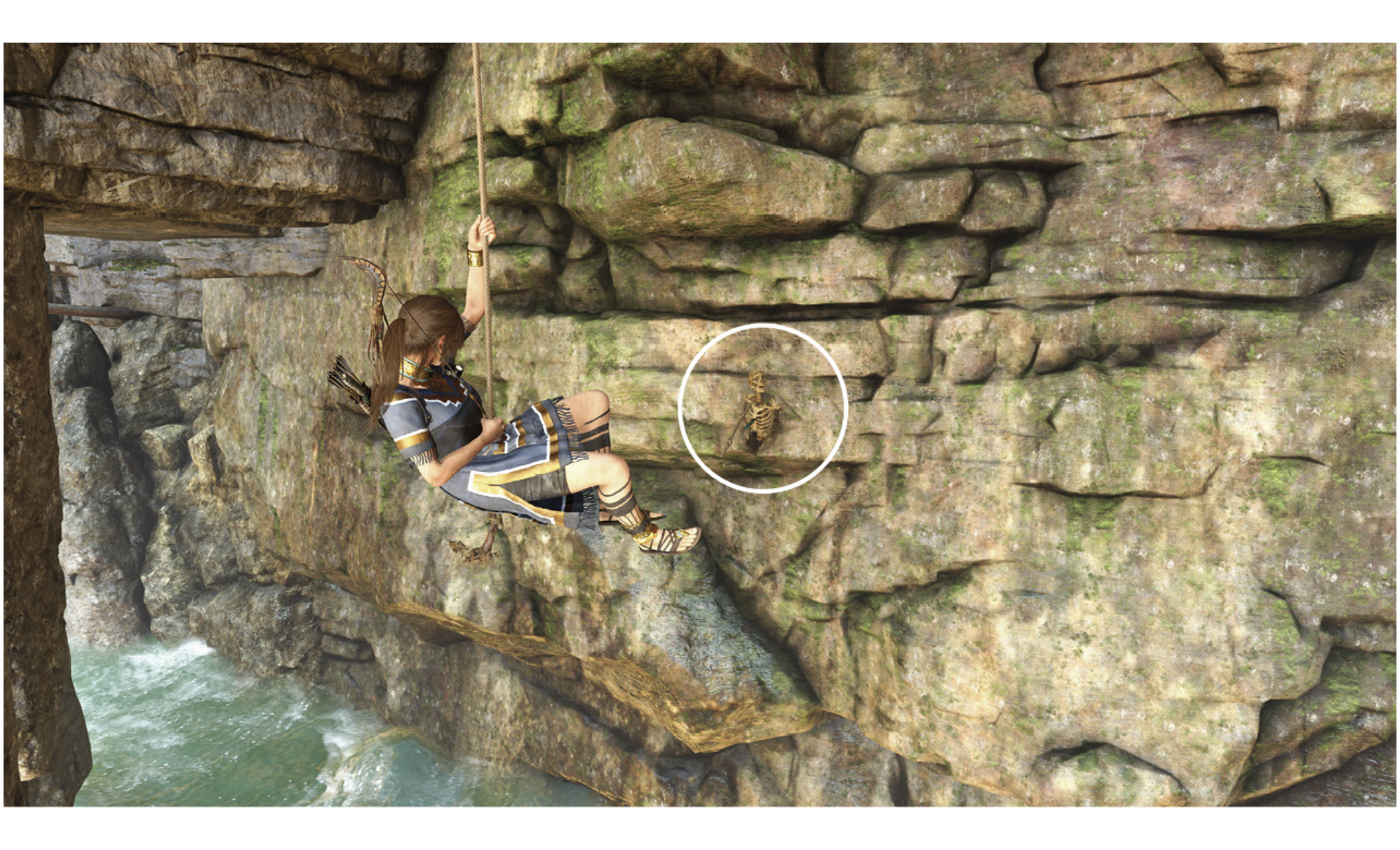
- Climb up to the beam and shimmy right. When it breaks in the middle, grab on by pressing the Interact button.
- Continue right and then down at the climbable section. Rappel all the way down and wall-run through the hanging skeleton. Descend farther; wall-run left, then right; and jump to the craggy surface. Be ready to throw the Grapple Axe if it looks like your jump is short.
- Quickly move left as the surface crumbles in from the right. Leap to the shallow shelf and shimmy left.



- Scramble up the wall above to another ledge, then leap left to the climbable surface. Rappel down and swing left and right until you take out the second skeleton. Now readjust your swing and leap to the plateau.
- Leap off the far side and wall-scramble up to the craggy portion. Scale up to the right and climb onto the small butte.
- Jump toward the metal hooks and use the Grapple Axe to swing over to a ledge on the side of the prison.
- Shimmy and jump to the left until you can climb up the cliff. Stand next to the post and hang off the side to find an Explorer Backpack. Climb back up, tether a rope between the post and the rope-wrapped beam on the other side of the river, and monkey-crawl across.

NEW CRYPT

After you cross the tethered rope, the story objective leads to the right. Follow a climb to the left to reach a crypt entrance. Refer to the "Crypts" section of this chapter for more details.



- Swing on the pole to the right to reach the pillar, and shimmy right along the shelf. At the other end, climb up and right.
- Leap toward the overhang above the cliff face and throw the Grapple Axe to grab on. Rappel down until you're even with the third skeleton, and swing into it to complete the challenge.
- Climb onto the overhang and move right, performing a lateral jump to clear the gap.
- Continue along the craggy portion right and up until you can pull up to the ledge. Jump up, shimmy right, then pull up to the next ledge.

Wall-scramble into the window to find Unuratu (5). After searching the cell, bust through the weak wall to free the rebel leader.

LAST EMPEROR — FIND THE TOMB OF SINCHI CHIQA

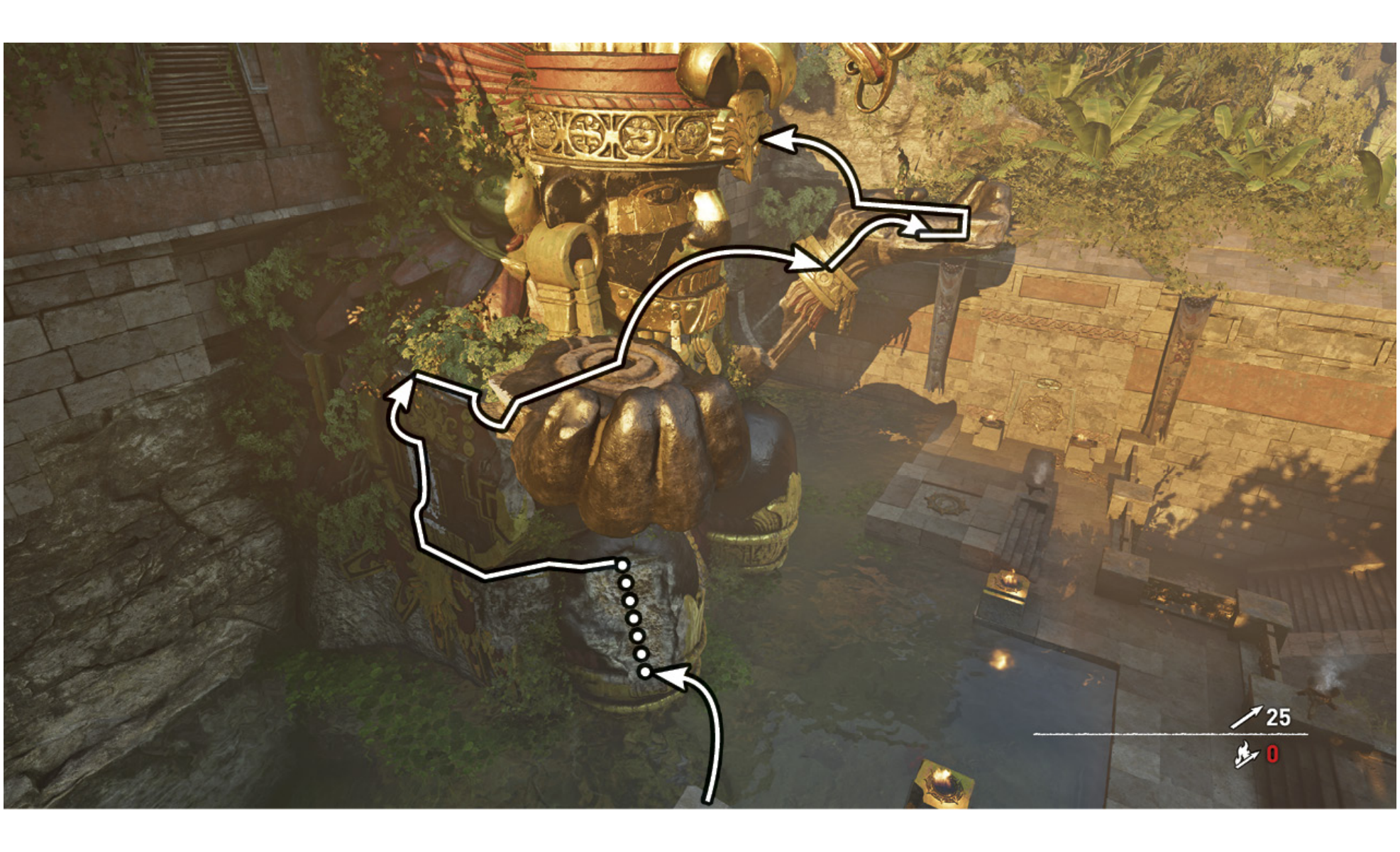
- Step to the edge of the wood platform and tether a rope to the coil on the side of the plateau ahead. Slide down to the narrow shelf.
- Shimmy left and climb up until you can pull the cultist soldier into the rushing waters.
- Follow the path down to a small wood ramp, leap toward the craggy cliff, and use the Grapple Axe to grab on.
- Pull up to the ledge, shimmy left, then climb up to find an archer oblivious to your approach. Pull him into the river.

A Monolith stands to the right, if your Ancient Dialect is high enough. Turn around, climb the steps, and cross the eastern suspension bridge to find a room full of collectibles. Next, cross the bridges to return to Unuratu.

NEW CRYPT

After you cross the bridges, access the fourth crypt by hanging off the left cliff edge. Refer to the "Crypts" section later in this chapter for details on accessing the location and the treasure found inside.

Follow Unuratu through the temple until you emerge back in Upper Paititi. Stay with her through the crowd of followers and through a gate on the far side. This puts you close to the Emperor's Tomb.



- Run left and scramble up the wall. Run toward the statue and leap to the craggy surface on its leg.
- Scale up, then shimmy left along the shelf. Move up to the vegetation, then shimmy right to reach the hand. Pull yourself into its palm.
- Leap toward its left hand, and throw the Grapple Axe to swing on the metal hook. Shimmy right and pull up to reach its palm.
- Face the opening on the side of the temple, jump toward the ledge, and use the Grapple Axe to grab on. Pull up into the window (6).

Explore the tomb as you move through, eventually exiting out to the top of the statue.

DEFEAT THE CULTIST WARRIORS

A string of warriors and archers enter the arena from the far side and begin searching the area for you. One typically stands on the central platform, looking out over the area. Concealment bushes and vegetation walls provide cover all over the courtyard, allowing you to scramble around with minimal fear of detection. Be careful on higher difficulties, as the enemy locates you more quickly.

Move between the vegetation in search of isolated warriors, and pick them off with stealth kills. If you're spotted, run around the structures before vanishing into concealment. Listen to the enemy banter; they let you know whether they're currently tracking or have lost sight of their target. Be sure to heal after taking damage.

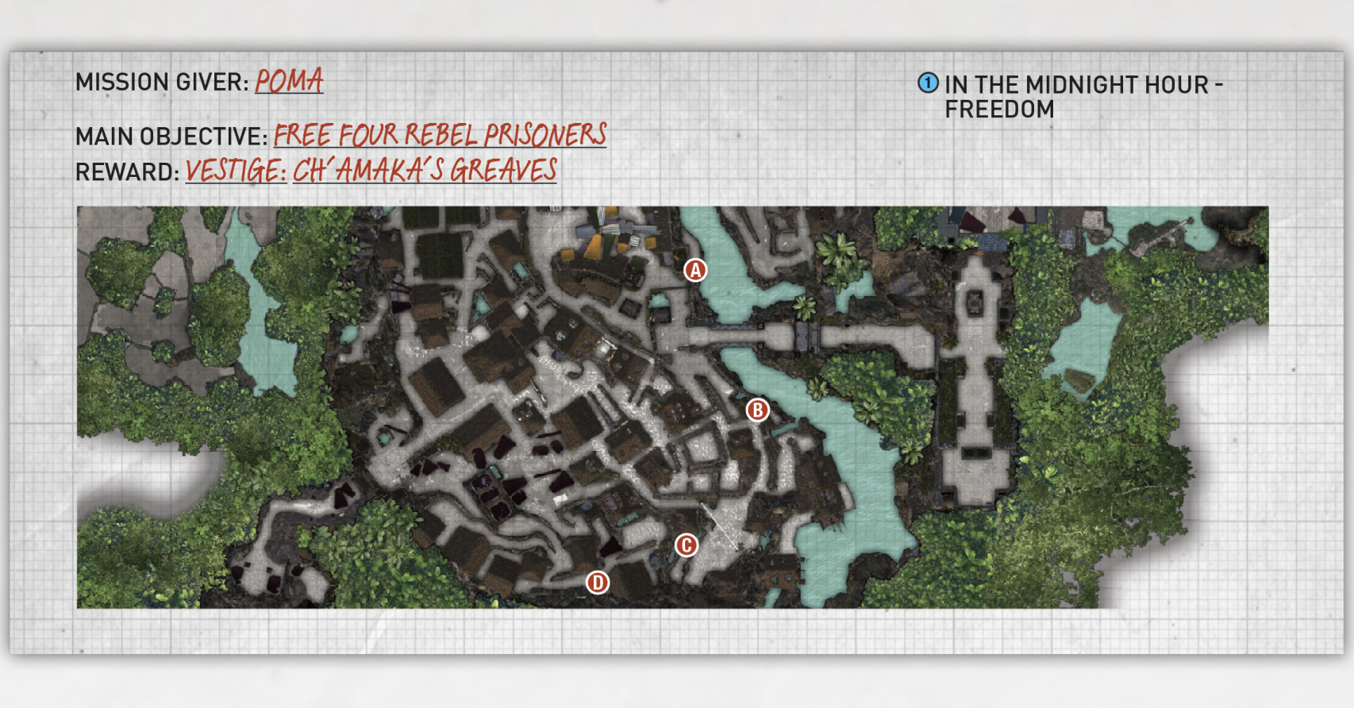
Red explosive urns sit along many of the walls, providing a louder approach to the fight. Wait for pursuers to move toward an urn, and hit it with an arrow to cause heavy damage. Getting the group's attention can cause them to bunch up more, providing better opportunities for multiple kills. Watch out, as they start tossing fire your way if provoked.

Once the objective switches to "Find Jonah," make your way toward the exit. You can continue to fight if you wish, but it's not necessary. A mason jar sits on a ledge along the right wall and near the exit. Use a smoke bomb to take out the archer guarding the exit, and move through the opening. Note that you cannot leave if engaged in combat.

Chapter 6: Return to Hidden City

Return to Hidden City - Side Missions

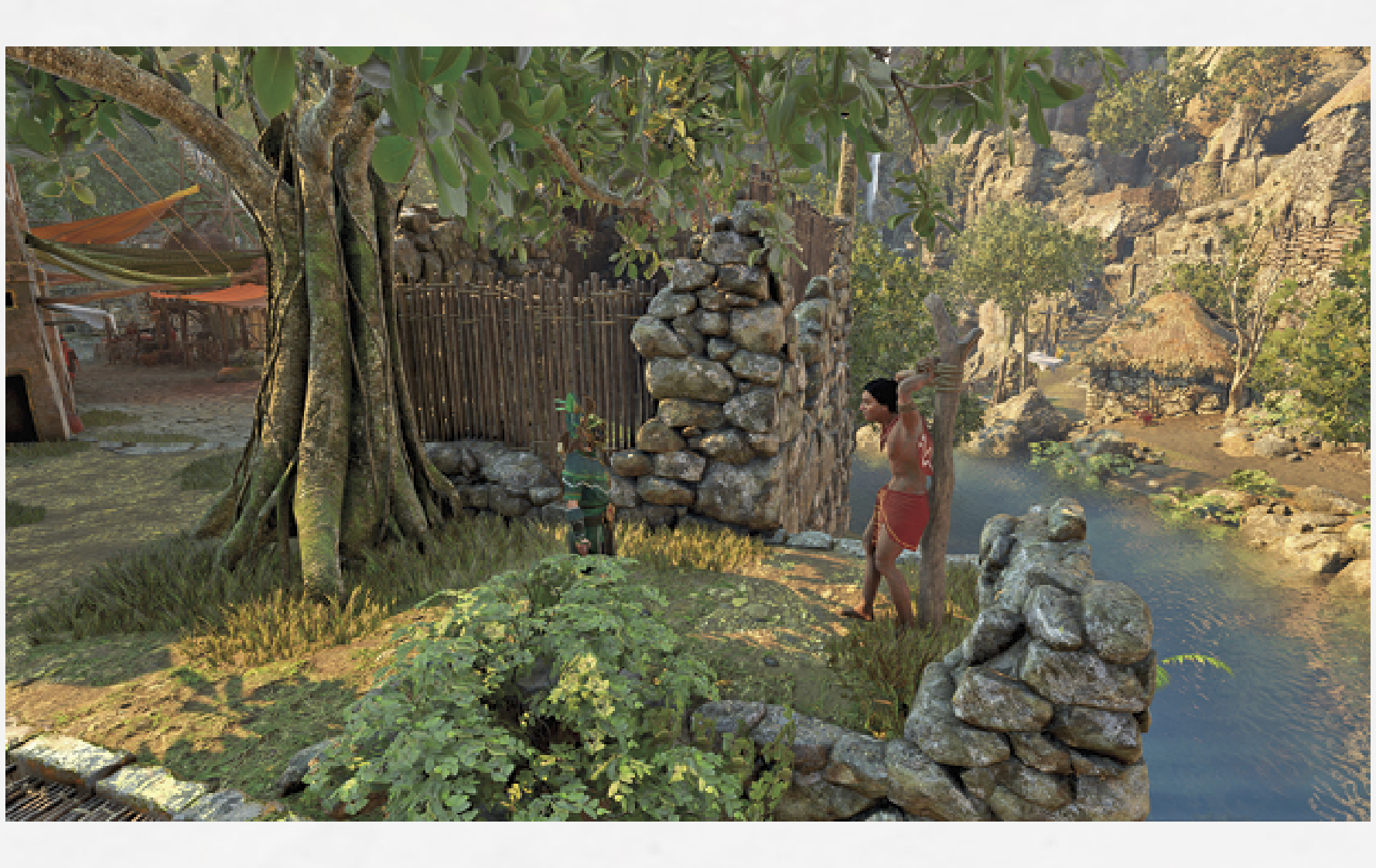
1. IN THE MIDNIGHT HOUR - FREEDOM



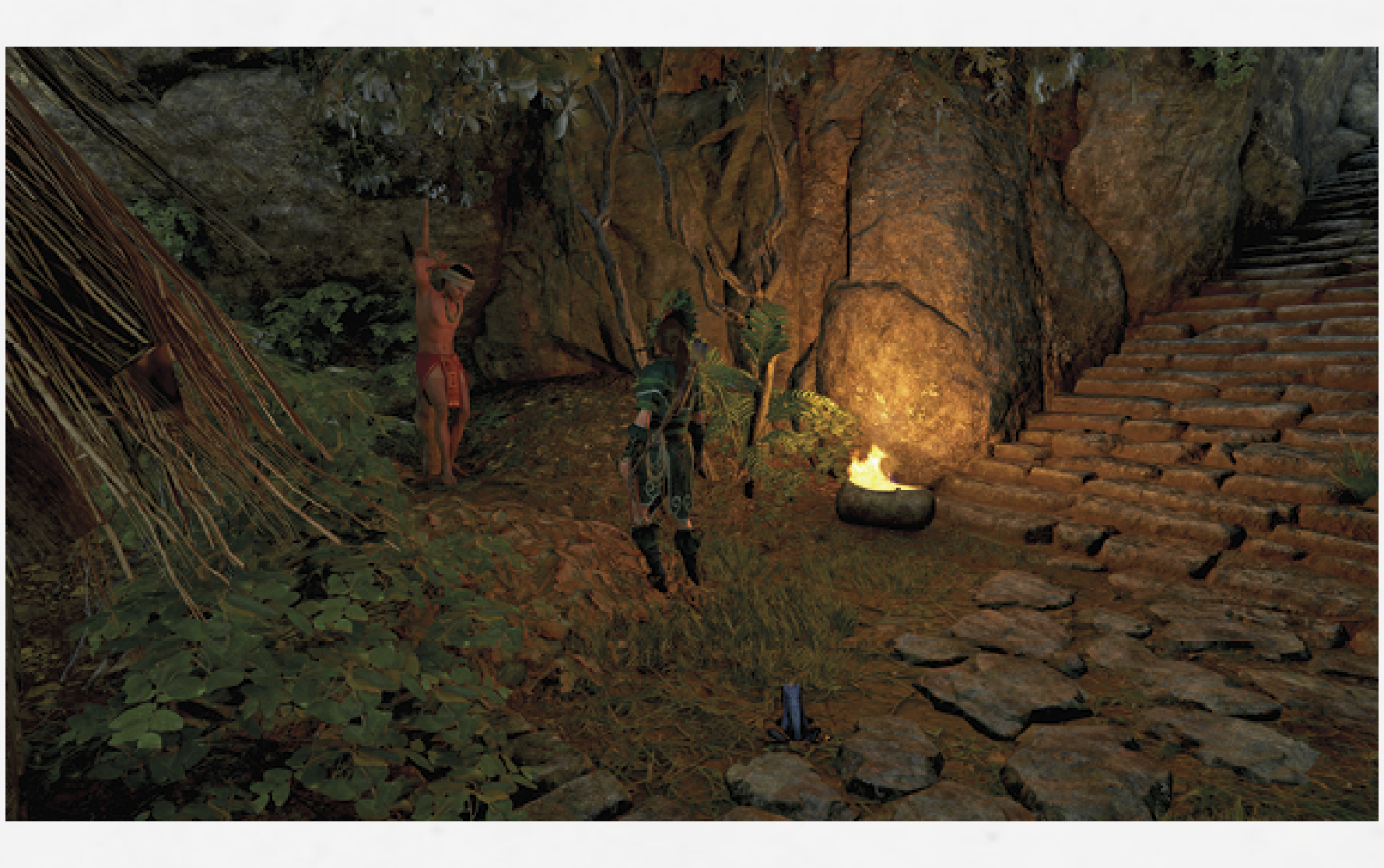
MISSION GIVER: POMA
MAIN OBJECTIVE: FREE FOUR REBEL PRISONERS
REWARD: VESTIGE: CH'AMAKA'S GREAVES

① IN THE MIDNIGHT HOUR - FREEDOM

Before leaving Skull Cave, speak to Poma to learn about five missing rebels. Four of them have been captured and are staked out in the village. Their approximate locations have been marked on your map. Exact locations of the rebels are marked on our corresponding map.



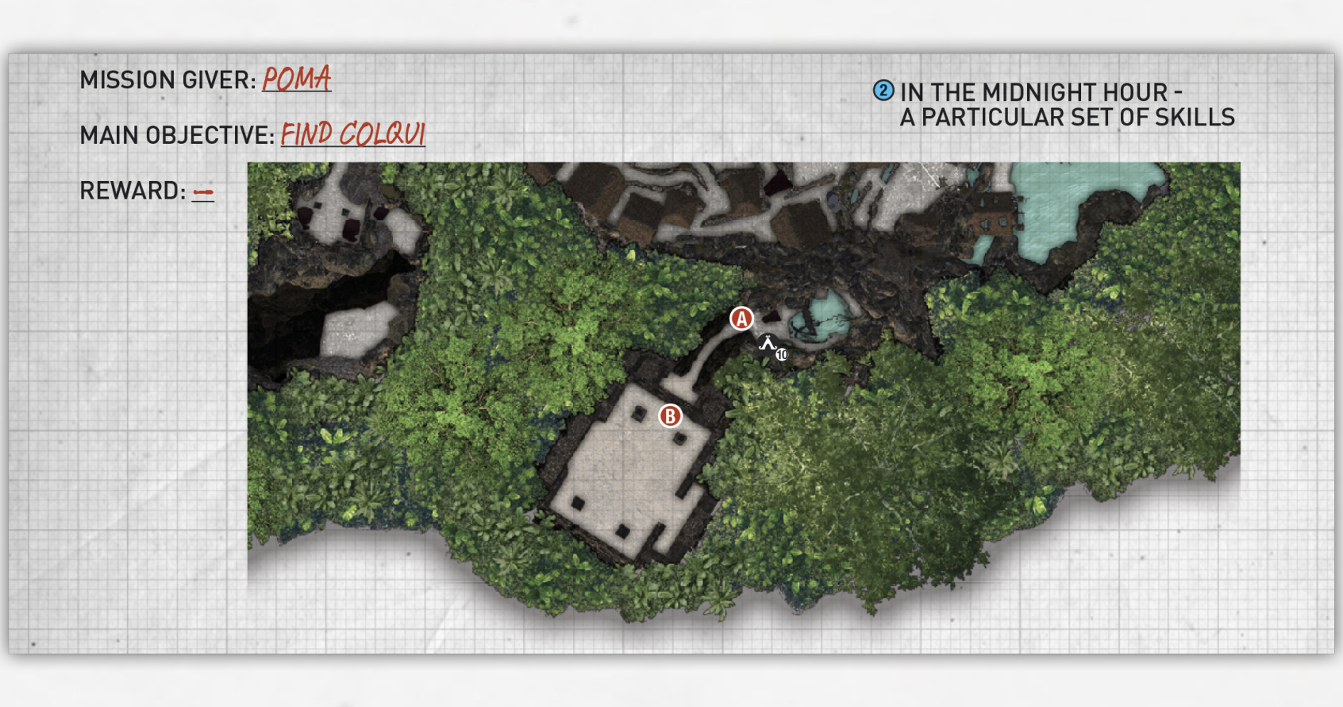
- Cross the bridge into the Market District and run left through the market. Just after the big tree, look left to find the first rebel (A).
- Run along the water edge past the main bridge to find the second rebel (B).



- Just outside the mountainside cave that holds the Village Caves Base Camp, find a rebel (C) tied up near the bottom tier.
- Climb the long set of steps along the southern mountainside. Tucked into a cubbyhole about halfway up is the fourth rebel (D).

Once you free all four rebels, return to Skull Cave and talk to Poma. This conversation automatically begins the next step in the side mission, "A Particular Set of Skills."

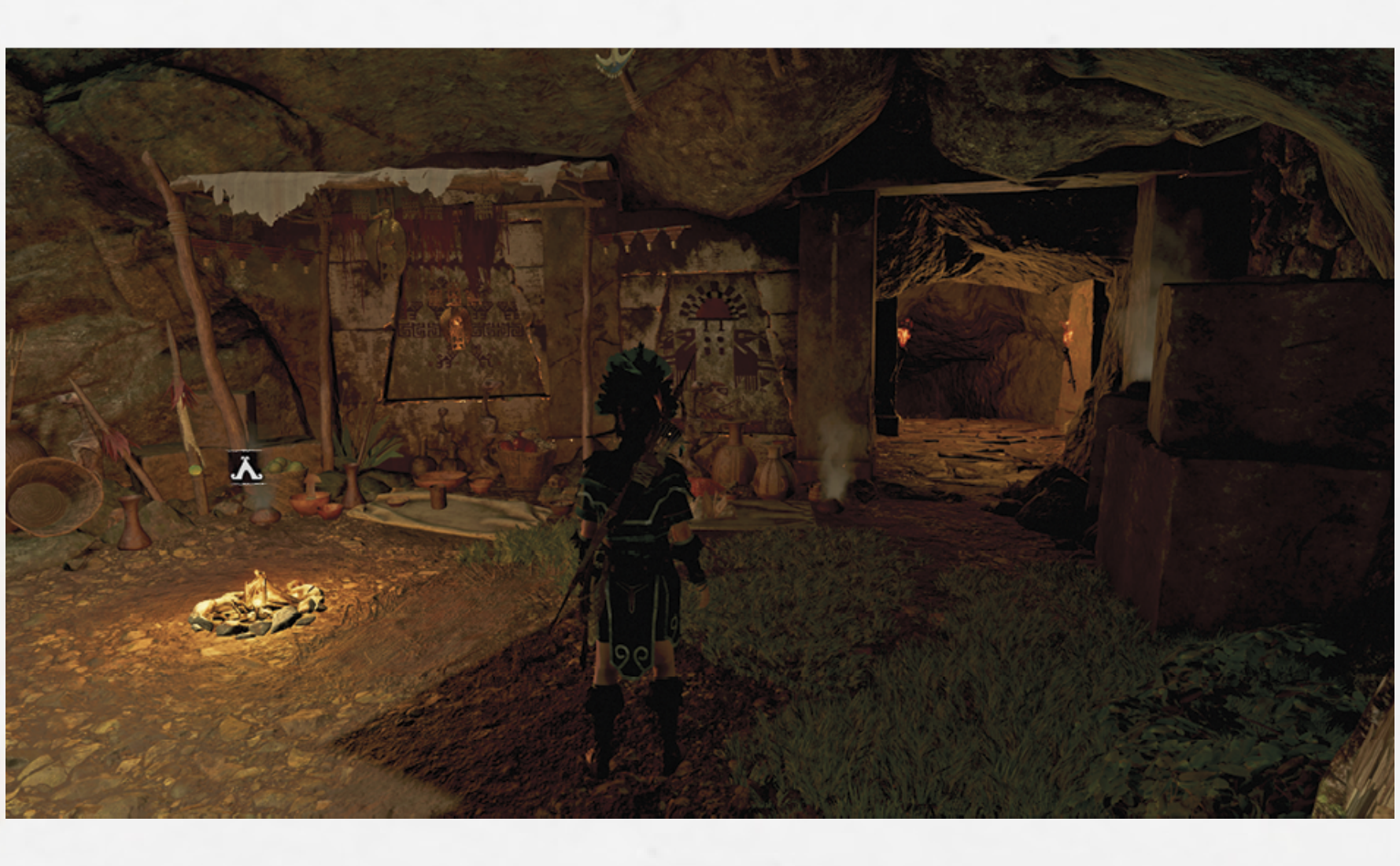
2. IN THE MIDNIGHT HOUR - A PARTICULAR SET OF SKILLS



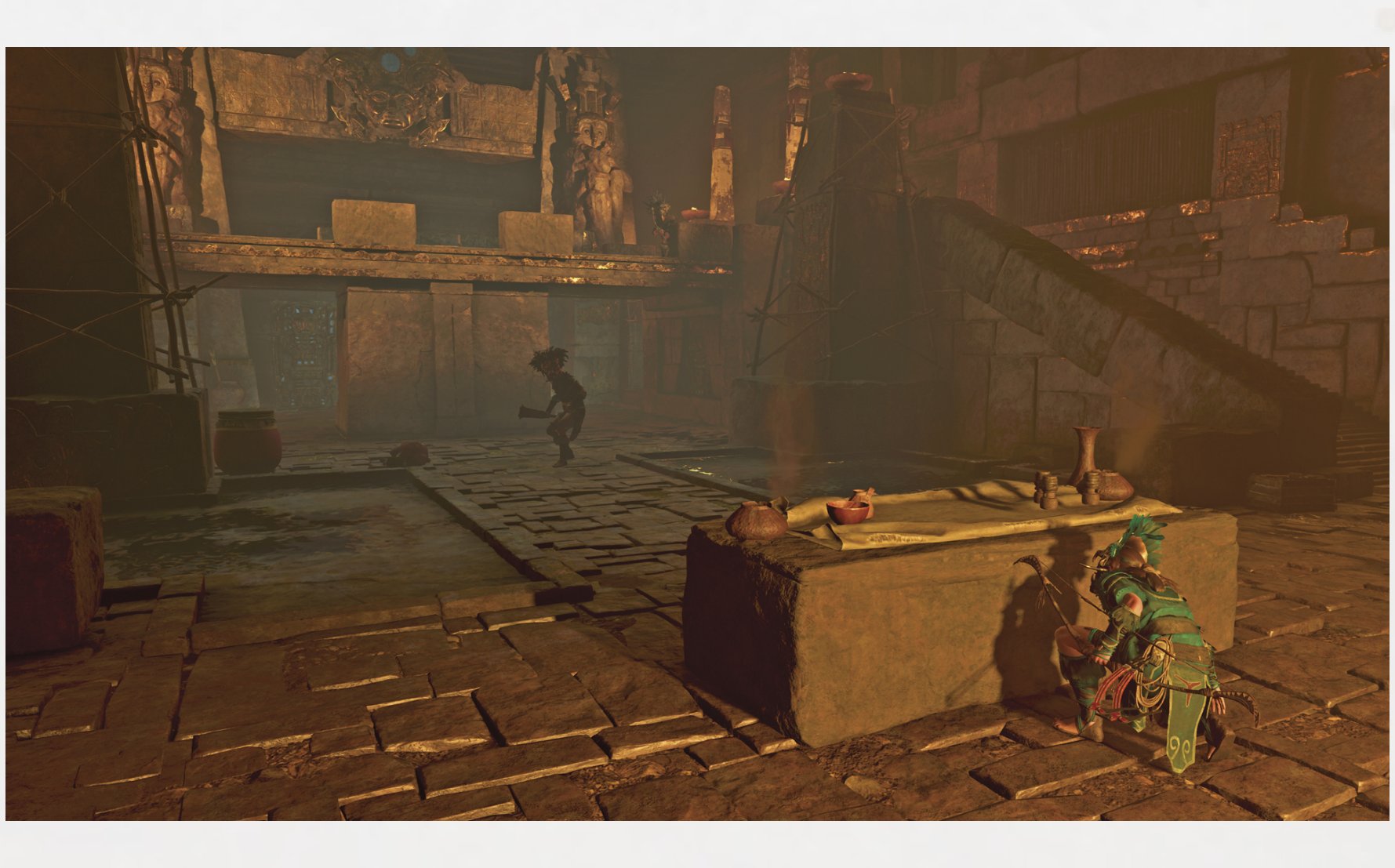
MISSION GIVER: POMA
MAIN OBJECTIVE: FIND COLQUI
REWARD: —

② IN THE MIDNIGHT HOUR - A PARTICULAR SET OF SKILLS

To find the fifth rebel, Colqui, you must first enter the hidden mountainside cave. This is the same cave that leads to the Temple of the Sun Challenge Tomb. If you've already lit the Temple Path Base Camp, simply fast-travel into the cave. Otherwise, enter through a small pool of water inside a nearby home, or climb up the mountainside from the long set of steps. You can find a more detailed description of these entrances at the start of our Temple of the Sun coverage in the earlier chapter, "The Hidden City."

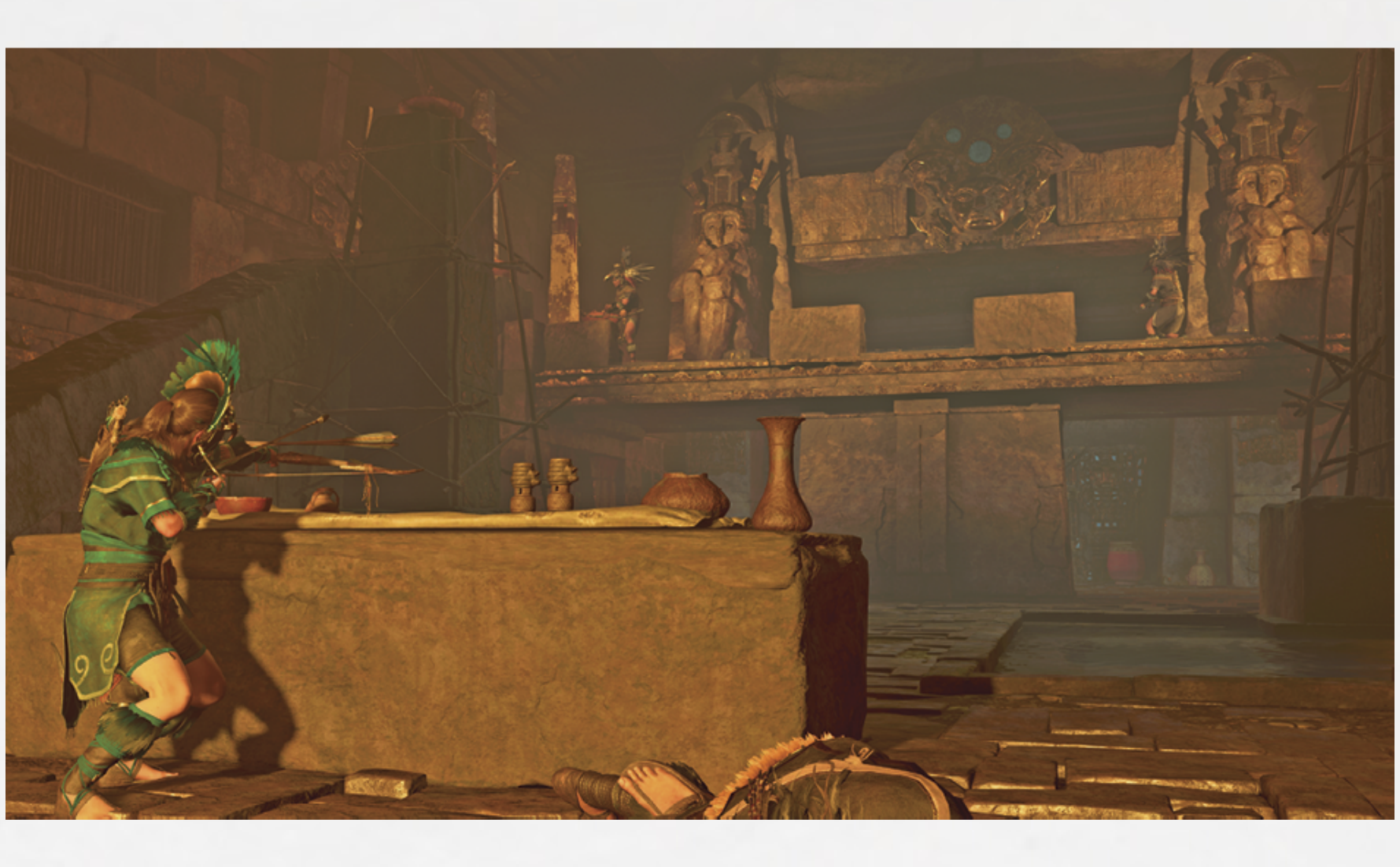


As long as you've freed the four rebels and spoken to Poma, a doorway (A) near the Temple Path Base Camp opens up. Use the Base Camp to upgrade your bow if possible, then follow the new path into an underground temple (B). You must survive an ambush by Kukulkan warriors and archers to complete the quest.

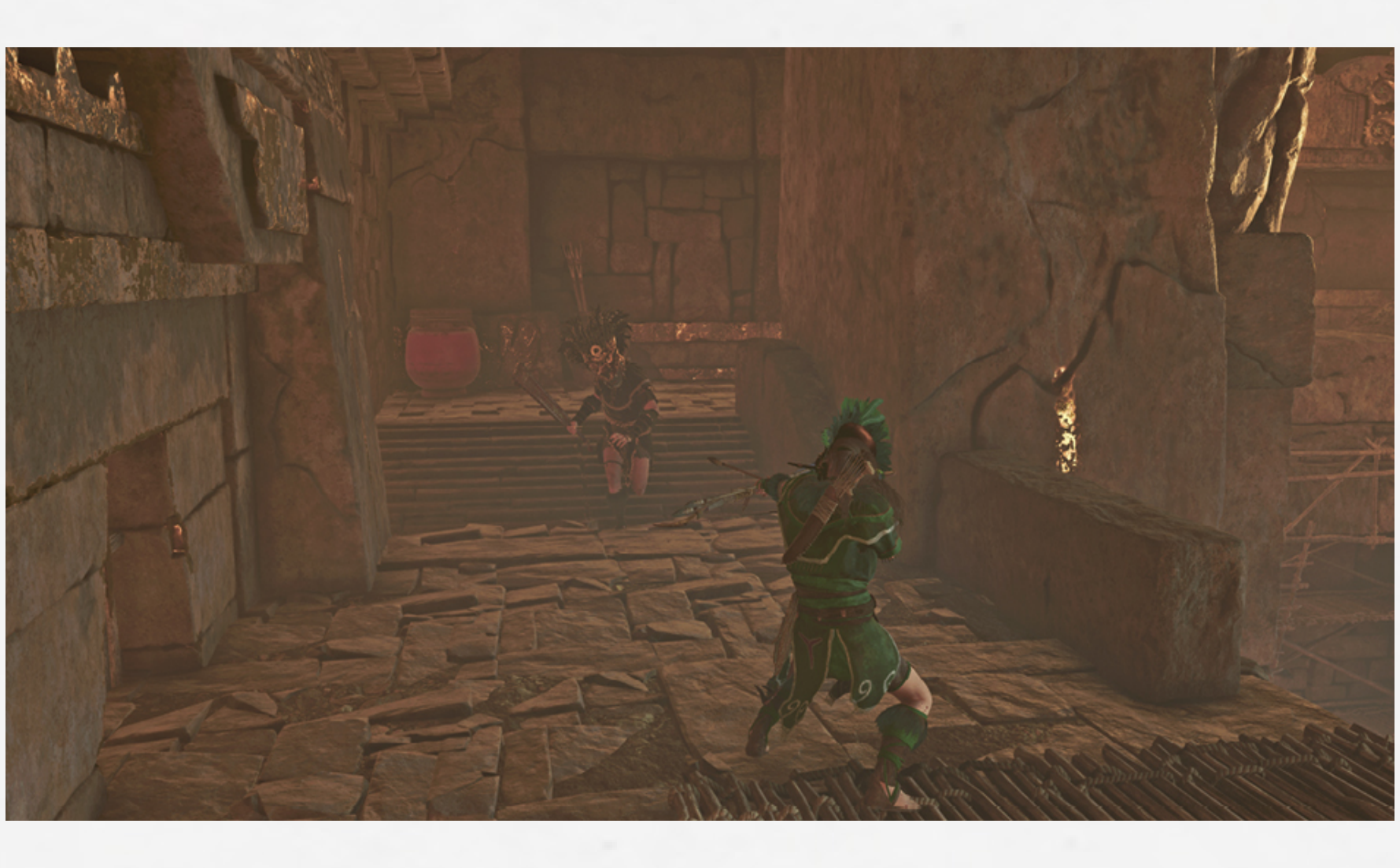


Steps on the left and right lead up to perimeter walkways, with a bridge connecting the two sides. Ceramic jars, used to craft smoke bombs, and red explosive urns, used to damage nearby enemies, are found throughout the room. As you kill Kukulkan fighters, more archers and warriors stream into the chamber. Archers fight from the bridge, while the warriors move toward you or search your last know location. Since you're still in Paititi, you only have your bow and melee weapons.

Immediately craft a smoke bomb and use it to eliminate the two warriors who rush your position. You'll probably absorb a few shots from the archers above while taking them down, so be sure to heal. Deal with the archers with your own bow, or craft another smoke bomb and scramble up the ramp to get within range.



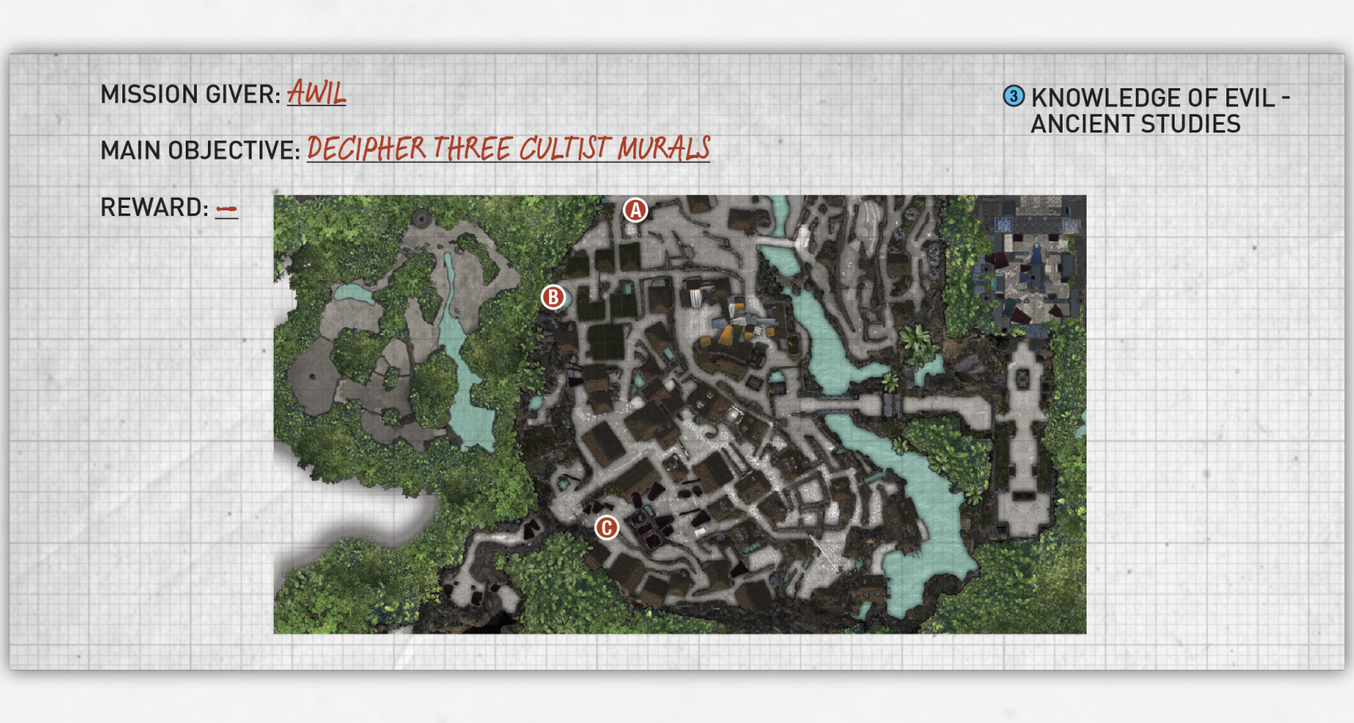
Continue to pick off enemies as they enter the chamber. Use the bow to pick off distant foes, or create smoke screens for easy stealth kills. Or lure enemies toward one of the explosive urns and hit it with an arrow to cause heavy damage. Keep a safe distance away to avoid taking damage yourself.



Listen to the enemy's banter for tips on locations and awareness. There aren't a whole lot of hiding spots, but occasionally the enemy loses sight of you. Use this to your advantage and sneak up on unsuspecting foes. Pillars, short walls, and stone tables provide some cover.

After you defeat the large group of Kukulkan fighters, a "Mission Complete" message informs you of your success.

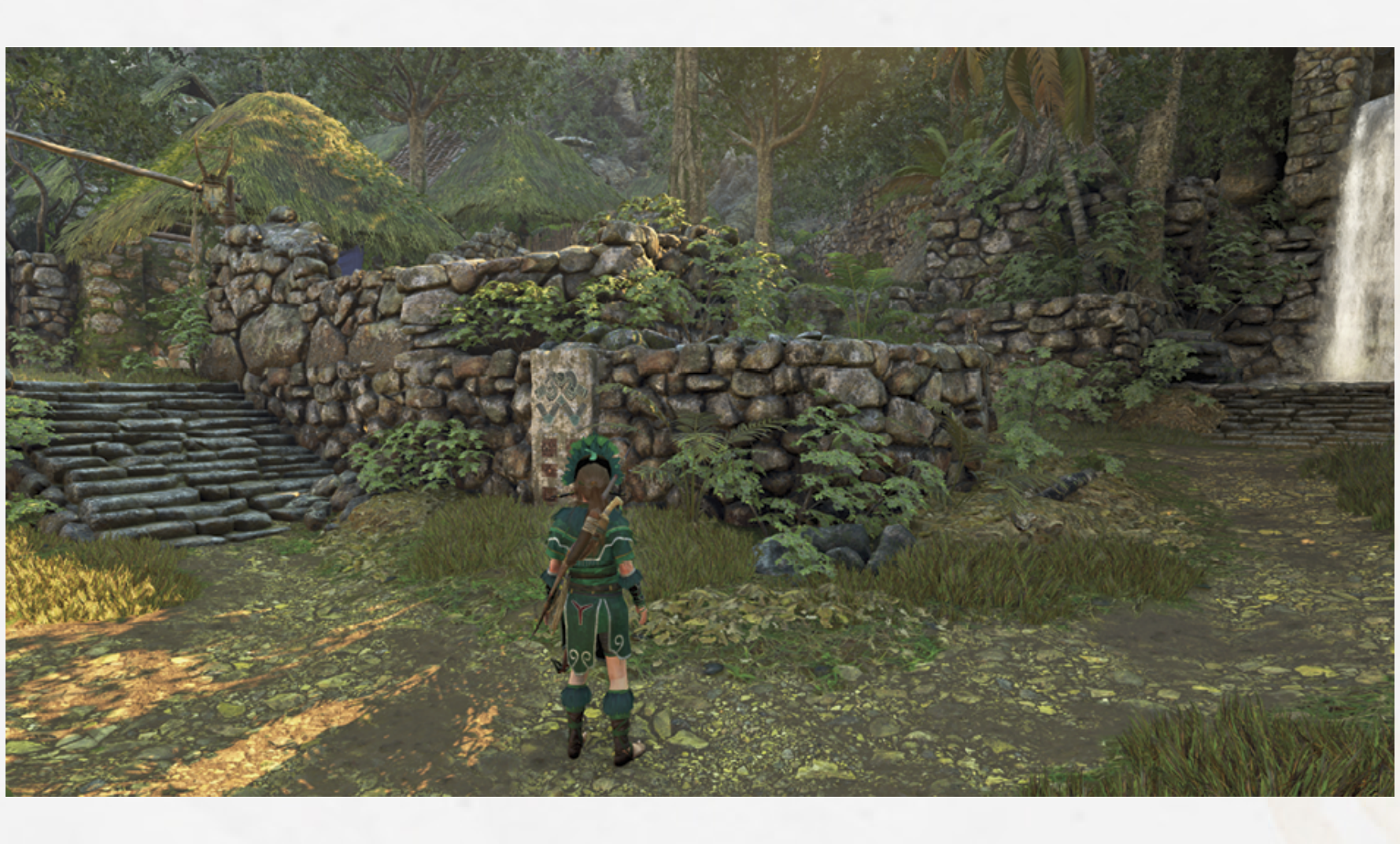
3. KNOWLEDGE OF EVIL - ANCIENT STUDIES



MISSION GIVER: AWIL
MAIN OBJECTIVE: DECIPHER THREE CULTIST MURALS
REWARD: —

③ KNOWLEDGE OF EVIL - ANCIENT STUDIES

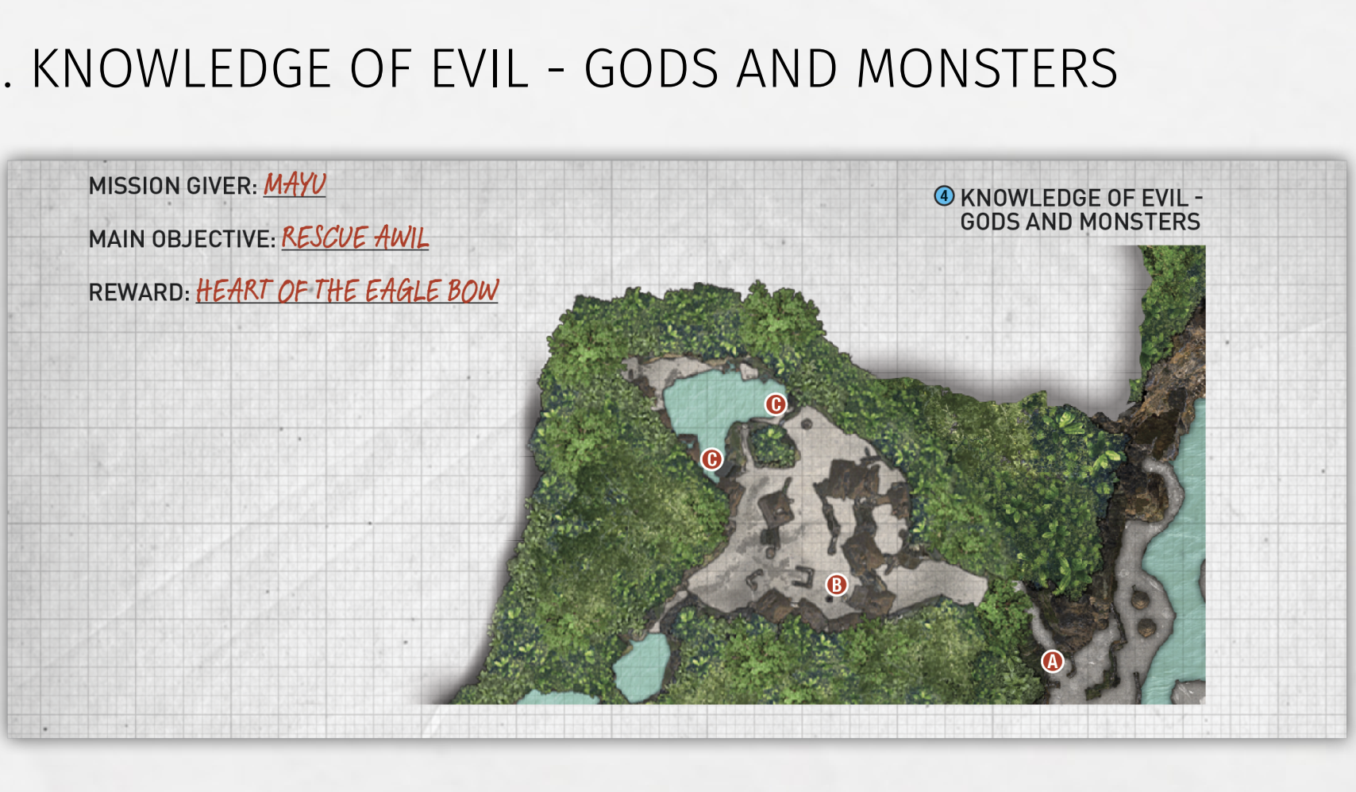
Head to the Fishing District and talk to the little girl, Awil, who stands next to a Mural. She needs help deciphering four Murals in the area, and Lara offers help with the other three. All three Murals are along the western side of the village, and their approximate locations are marked on your map with big circles. We've noted their exact locations on the associated map here.



- Head southwest from Awil, and find the first Mural (A) against a stone boar pen.
- An entrance to the Paititi jungle is located at the base of the western mountainside. Next to this opening, the second Mural (B) leans against the rock in a small pool of water.
- The third Mural (C) is located close to the "Widow's Tears" Mission Giver. Move past the crowd of people to find it in the corner.

Return to the first Mural to speak to Mayu, who informs you that Awil was taken by her father. This begins the next quest, "Stop the Ritual."

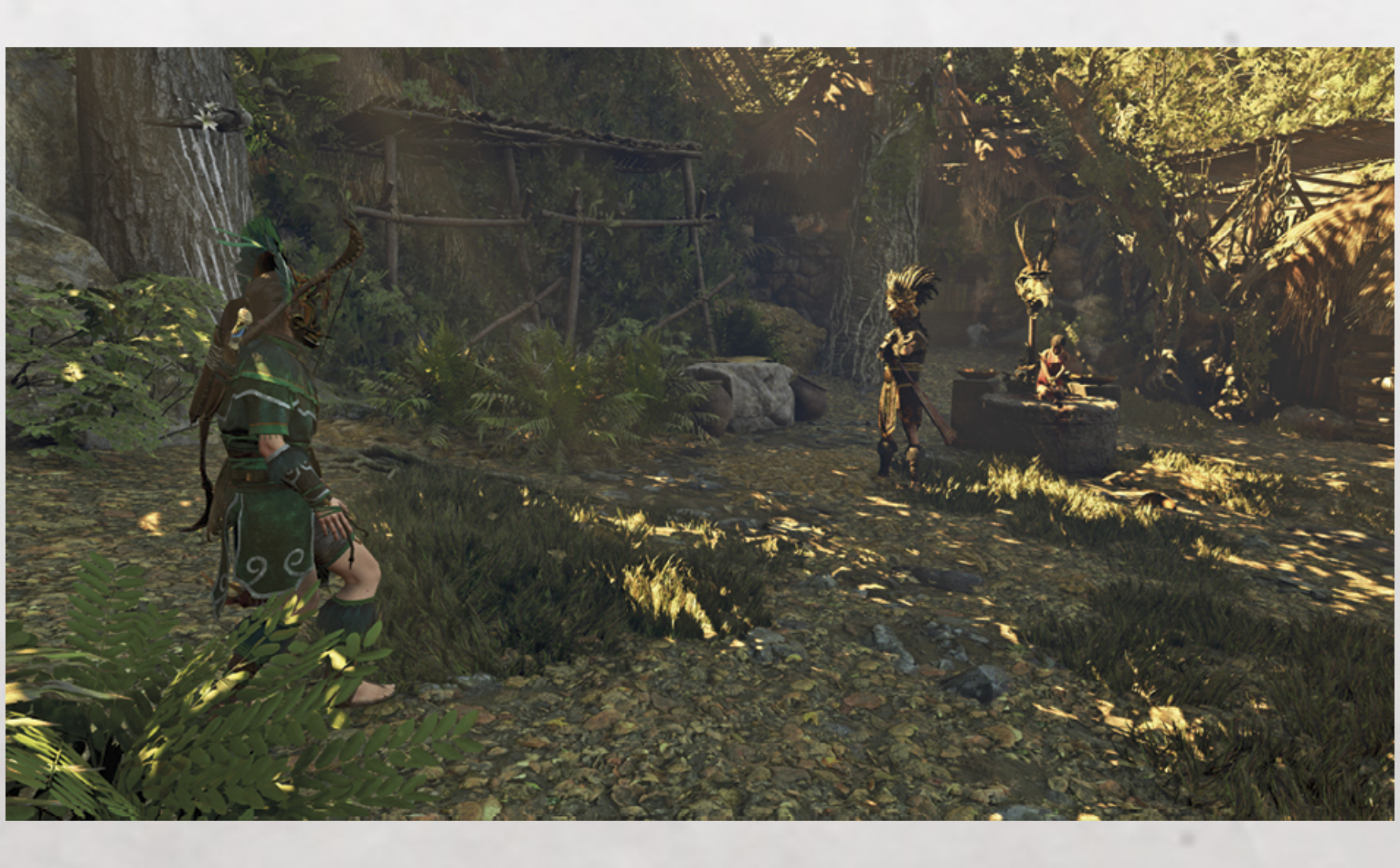
4. KNOWLEDGE OF EVIL - GODS AND MONSTERS



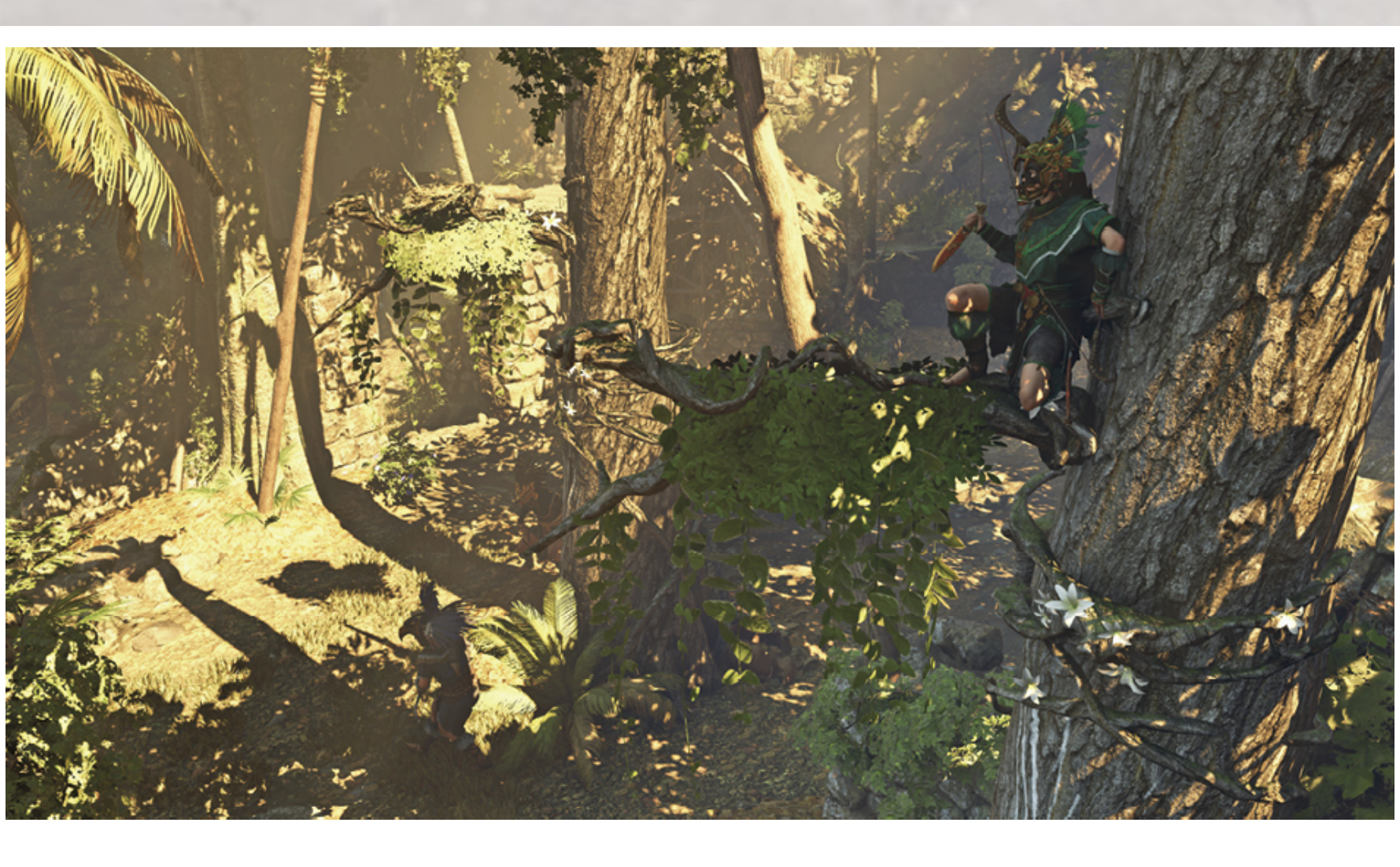
MISSION GIVER: MAYU
MAIN OBJECTIVE: RESCUE AWIL
REWARD: HEART OF THE EAGLE BOW

④ KNOWLEDGE OF EVIL - GODS AND MONSTERS

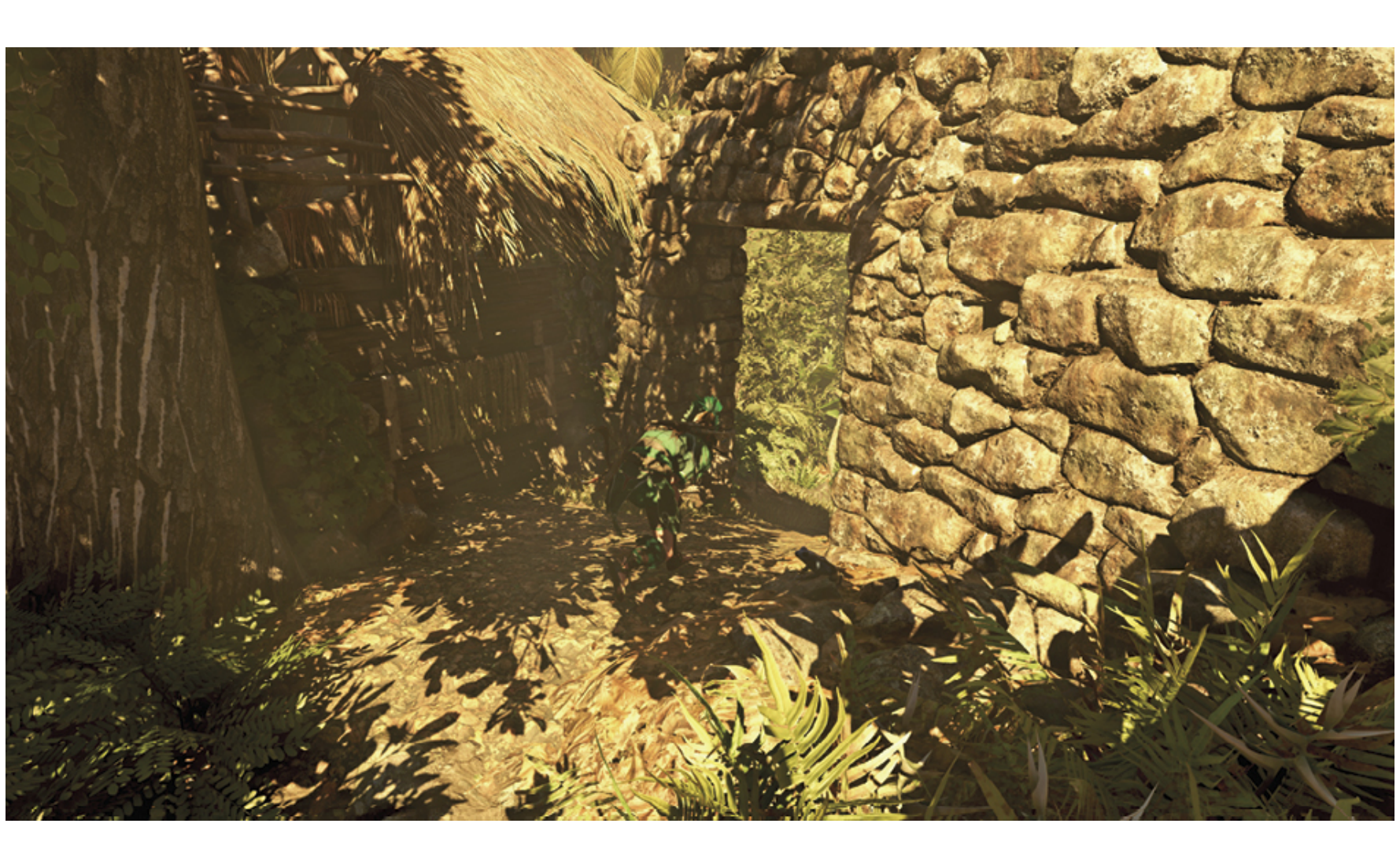
After speaking to Mayu to wrap up the "Decipher the Murals" quest, run directly west and climb the rock wall on the left. Continue left until you find an opening (A). Follow the trail to the Abandoned Village Base Camp. Proceed farther into the village, turn left and talk to Awil's father (B).



After setting the girl free, you're attacked by Kukulkan's warriors. These soldiers are tough to take down with melee attacks, and it takes two headshots to kill one. It's best to lose them and eliminate them with stealth kills. Concealment bushes provide cover on the ground, while climbable trees offer great vantage points if you can get up one without being seen.

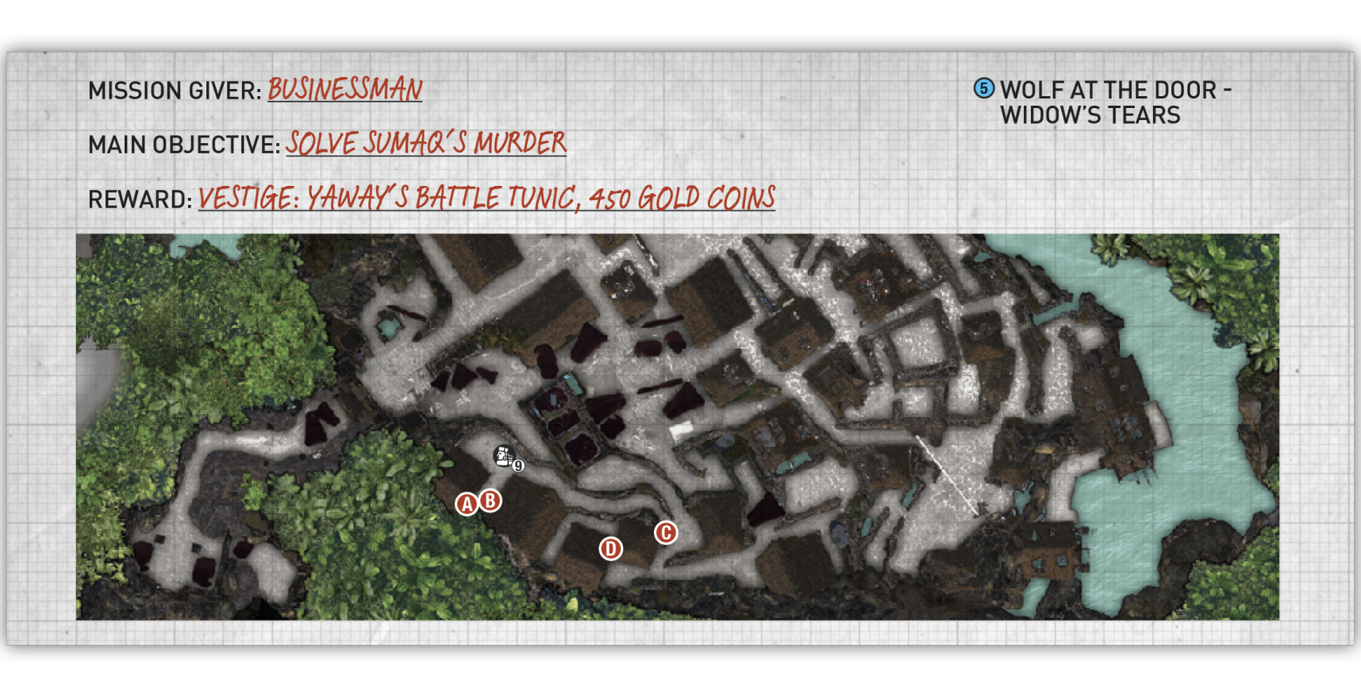


If you're spotted, sprint around the area until you can slip into a concealment bush unnoticed. One option is to escape to the water (C), north of the village. The warriors don't follow you into the water. Bounce between the two locations until everyone is defeated.



Once you've defeated all of the Kukulkan warriors at the abandoned village, return to Awil and Mayu in the Fishing District to complete the quests.

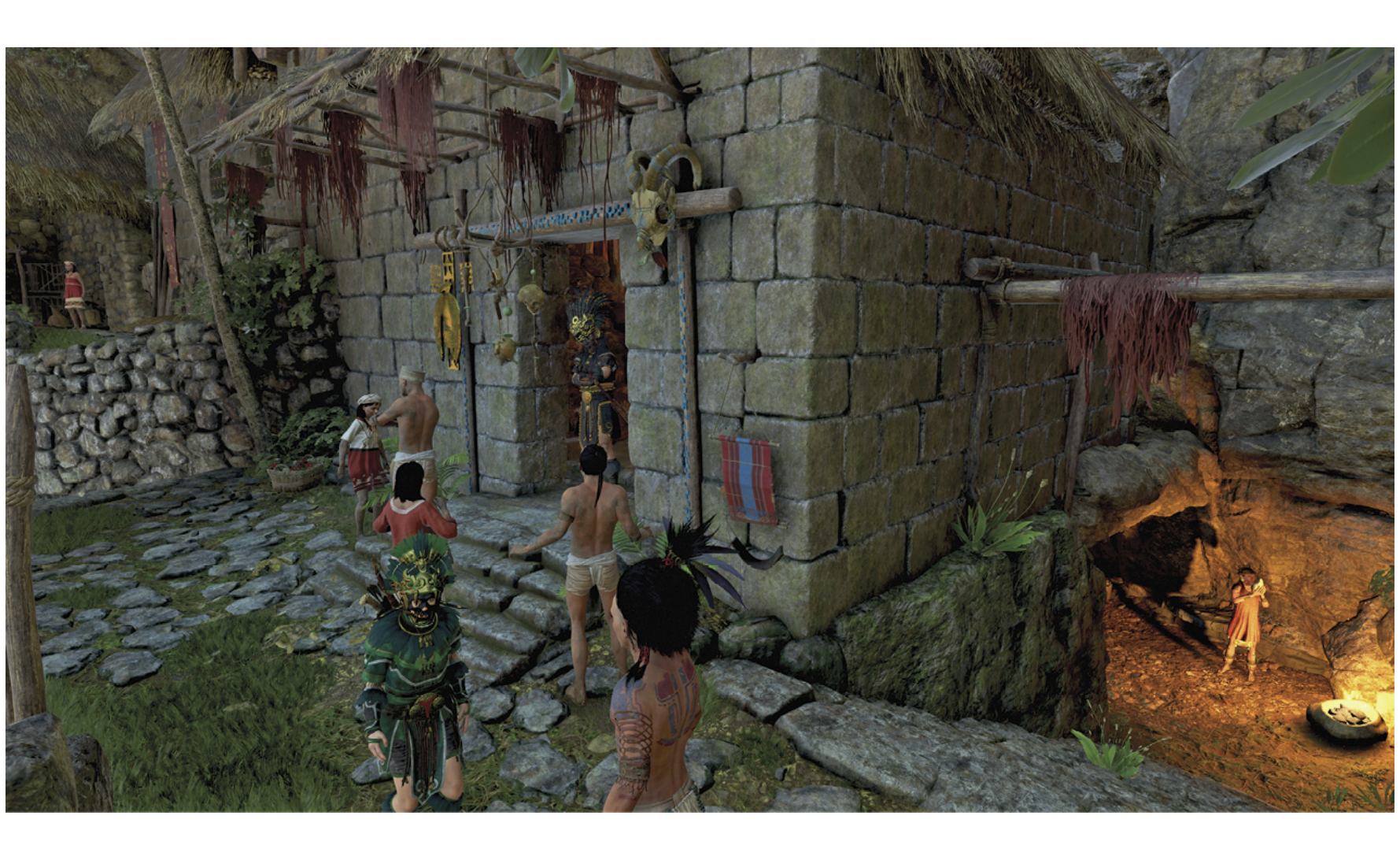
5. WOLF AT THE DOOR - WIDOW'S TEARS



MISSION GIVER: BUSINESSMAN
MAIN OBJECTIVE: SOLVE SUMAQ'S MURDER
REWARD: VESTIGE: YAWAY'S BATTLE TUNIC, 450 GOLD COINS

⑤ WOLF AT THE DOOR - WIDOW'S TEARS

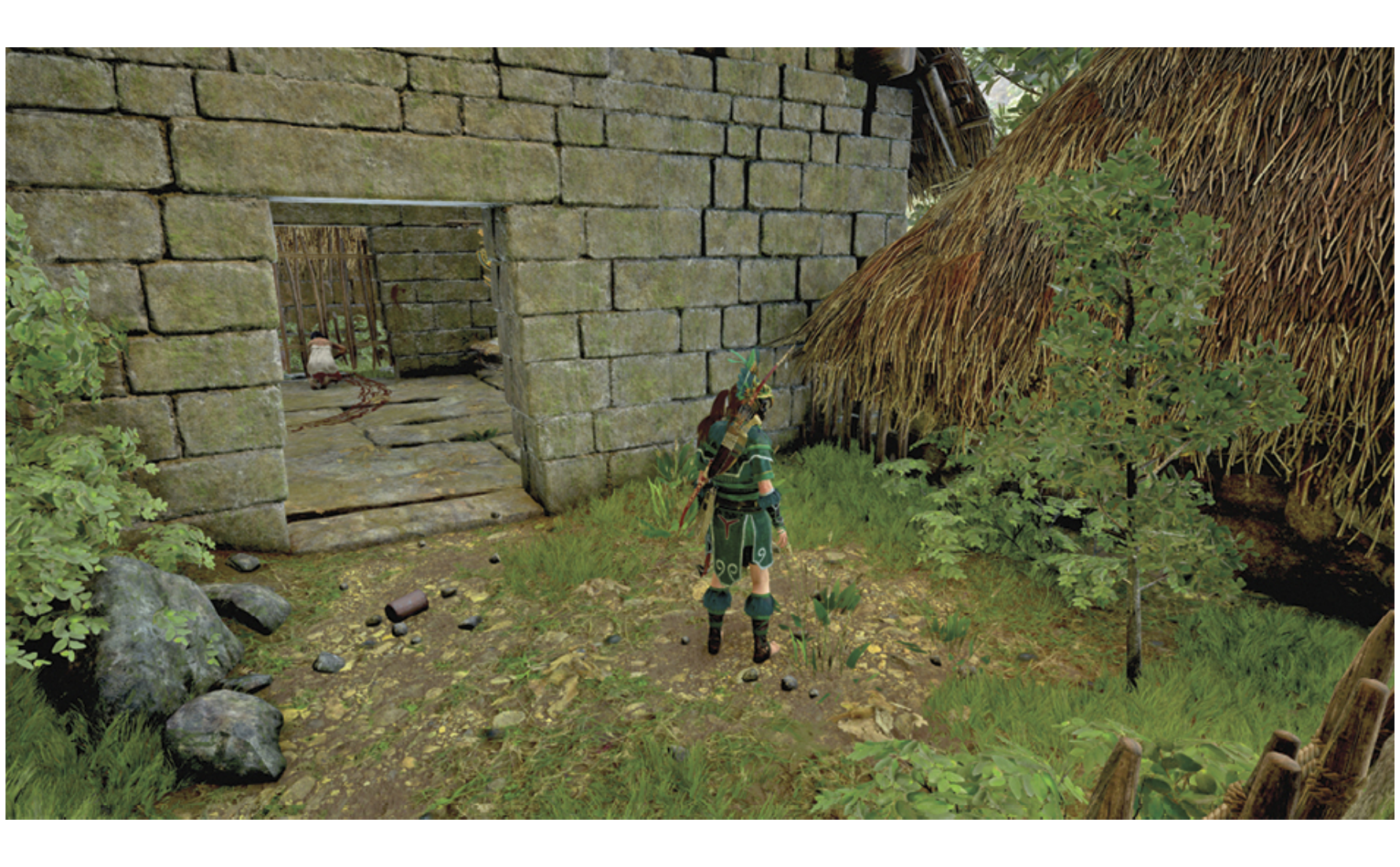
At the top of the long stone staircase that runs alongside the southern mountainside, turn right and follow the stone path and steps up to a crowd of unruly citizens. Speak to the Mission Giver to begin the quest.



A man named Sumaq has been murdered in the nearby home, and his servant is being held accountable. You must investigate the evidence and decide if he is guilty or innocent. Note that this quest cannot be completed without the Serpent Guard outfit—you're not allowed in the house with the Blue Heron Tunic.

Complete the following steps to solve the case:

- Descend the steps right of the home and talk to the horn player (A), so that he sounds the call of mourning.
- Once the crowd disperses, enter the home (B) and speak to the guard.
- Return to the horn player and search next to a torch to the left to find a note. Now move back up the steps, past the entrance and climb up the stone wall on the right. Follow the stone path left of the hut ahead, and jump across the beams (C) on the backside. Hop over to the craggy surface and ascend to the trail above.

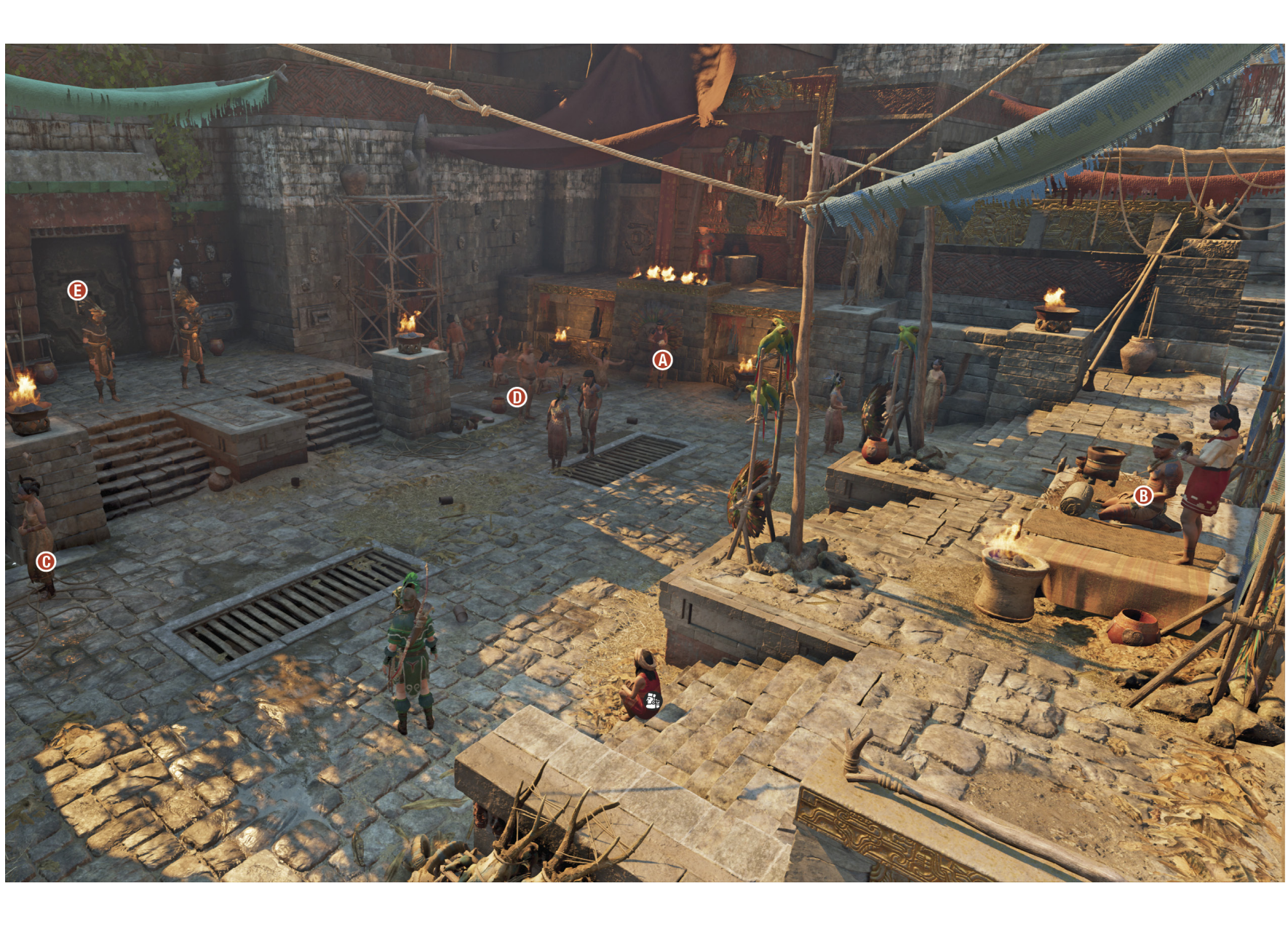


- Go right and stop before entering the home. Investigate the ground (D) on the right to find the murder weapon. At the doorway, Lara talks to the female servant, Akna. This opens the gate ahead.
- Return to Pakal to report your findings. The quest ends differently depending on teh evidence collected. Hand over the note, knife, or both. Then speak to Taruca to complete the side mission.

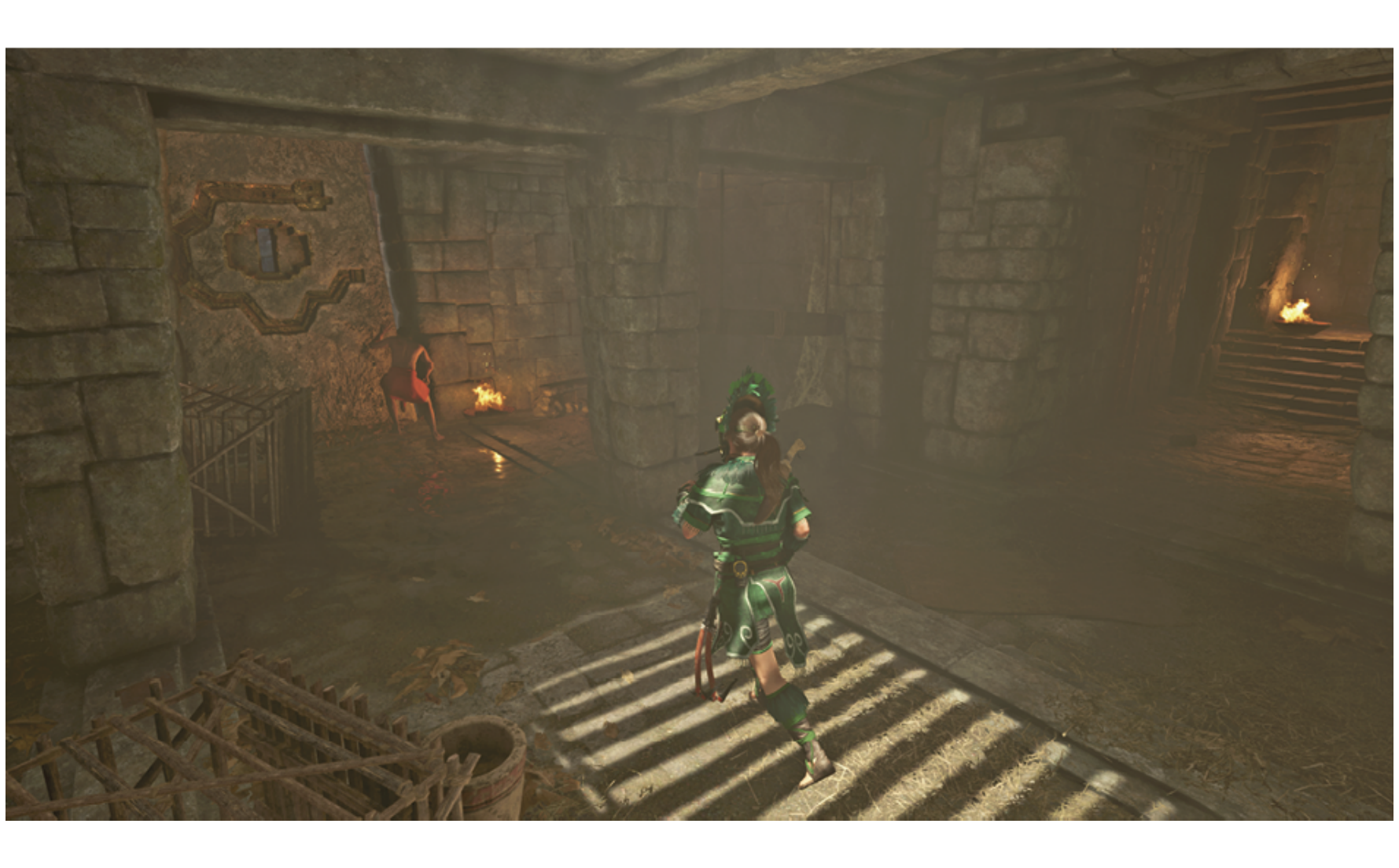
⑥ COLLATERAL DAMAGE - STAY OF EXECUTION

MISSION GIVER: ETZLI
MAIN OBJECTIVE: FREE HAKAN FROM THE CULT BRIG
REWARD: REINFORCED/FINELY-CRAFTED KNIFE

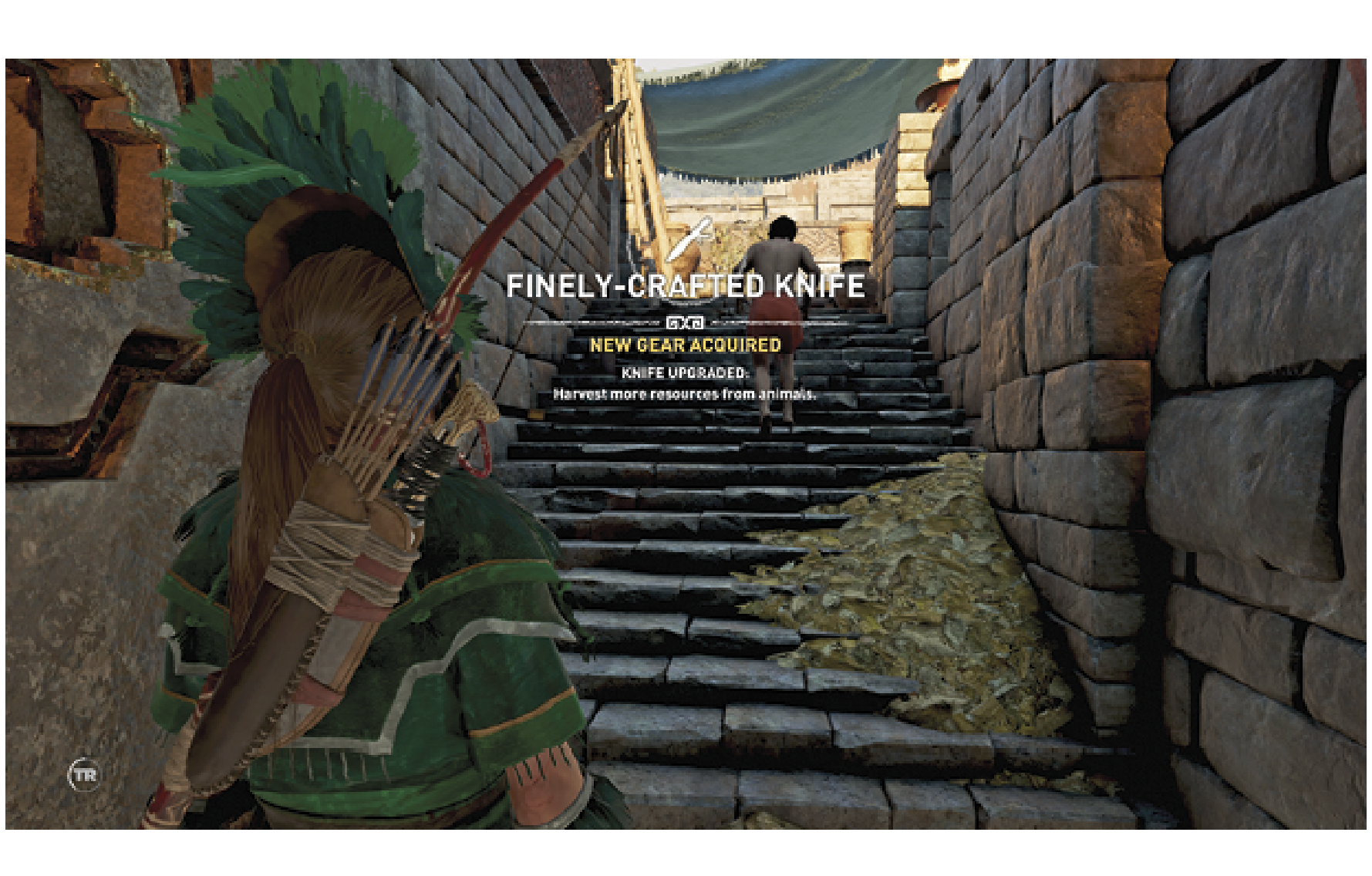
This side mission automatically starts when you speak with Etzli in Upper Paititi. Talk to Kayara, who settles onto the steps, left of the Temple of Kukulkan entrance and across from the cult brig. You must find a way to free her father. There are four people (indicated by the gear icons above their heads) you must speak with in order to get inside.



- Speak to the horn player (A) located to the right in order to stop prayers.
- Speak to the musicians (B) sitting behind Kayara. Their music attracts nearby citizens, including the two brig guards.
- Once the guards are out of the way, speak to the man (C) who kneels to the left, and another (D) standing right of the brig steps.

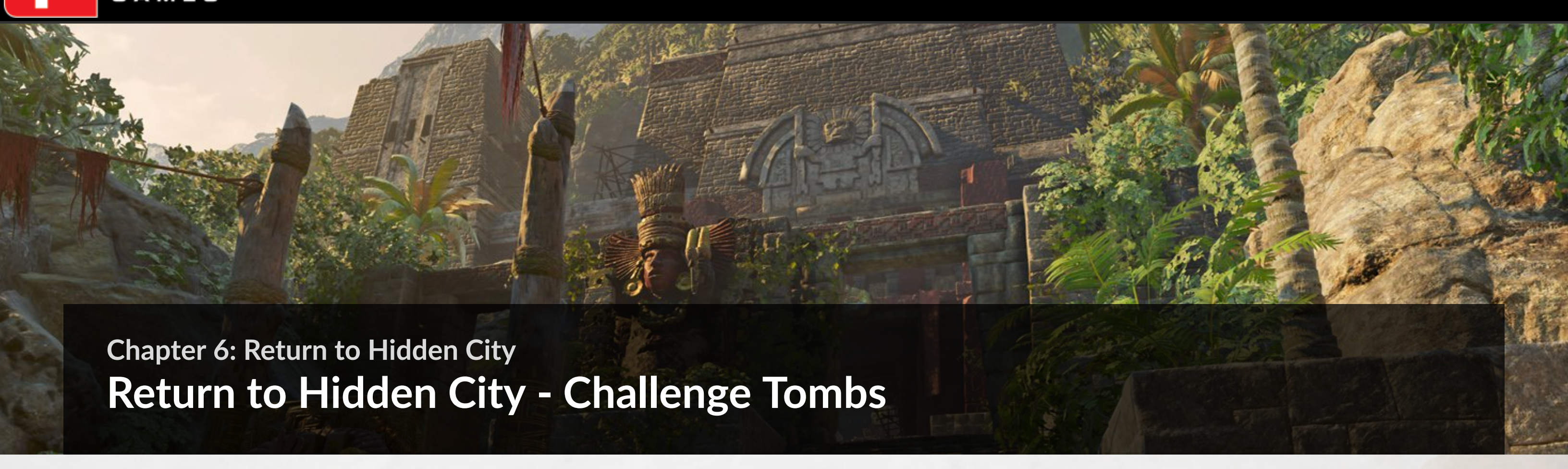


- Once the door opens, move inside the brig (E) to find Hakan. Bust through the weak wall on the right, and follow the corridor into the old barracks.
- Search the final room for treasure, then talk to Hakan to assist him with opening the exit.



NEW EQUIPMENT: REINFORCED KNIFE

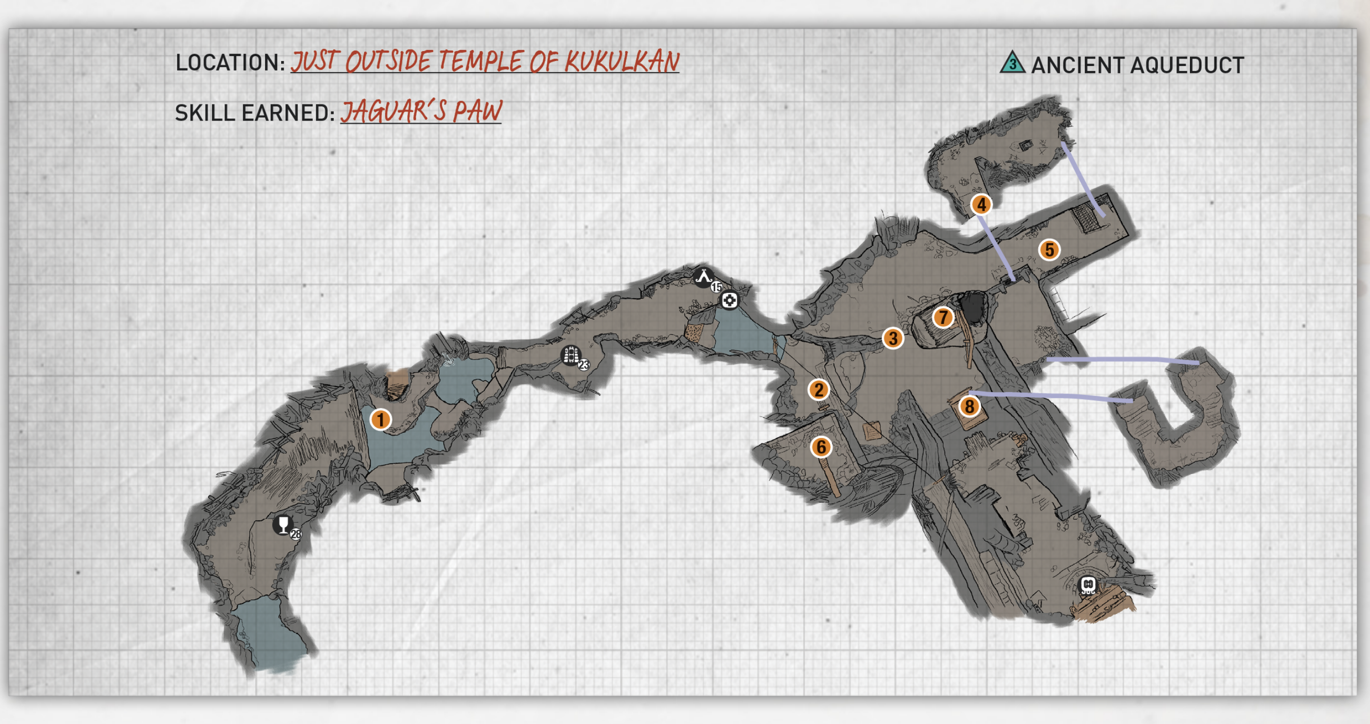
Hakan rewards Lara with a knife upgrade, the Finely Crafted Knife. Depending on whether your knife has been upgraded, more resources are harvested from animals, or the knife now cuts through braided ropes—providing entry to previously inaccessible locations. Keep an eye out for these barriers during future explorations and revisits to previous regions.



Chapter 6: Return to Hidden City

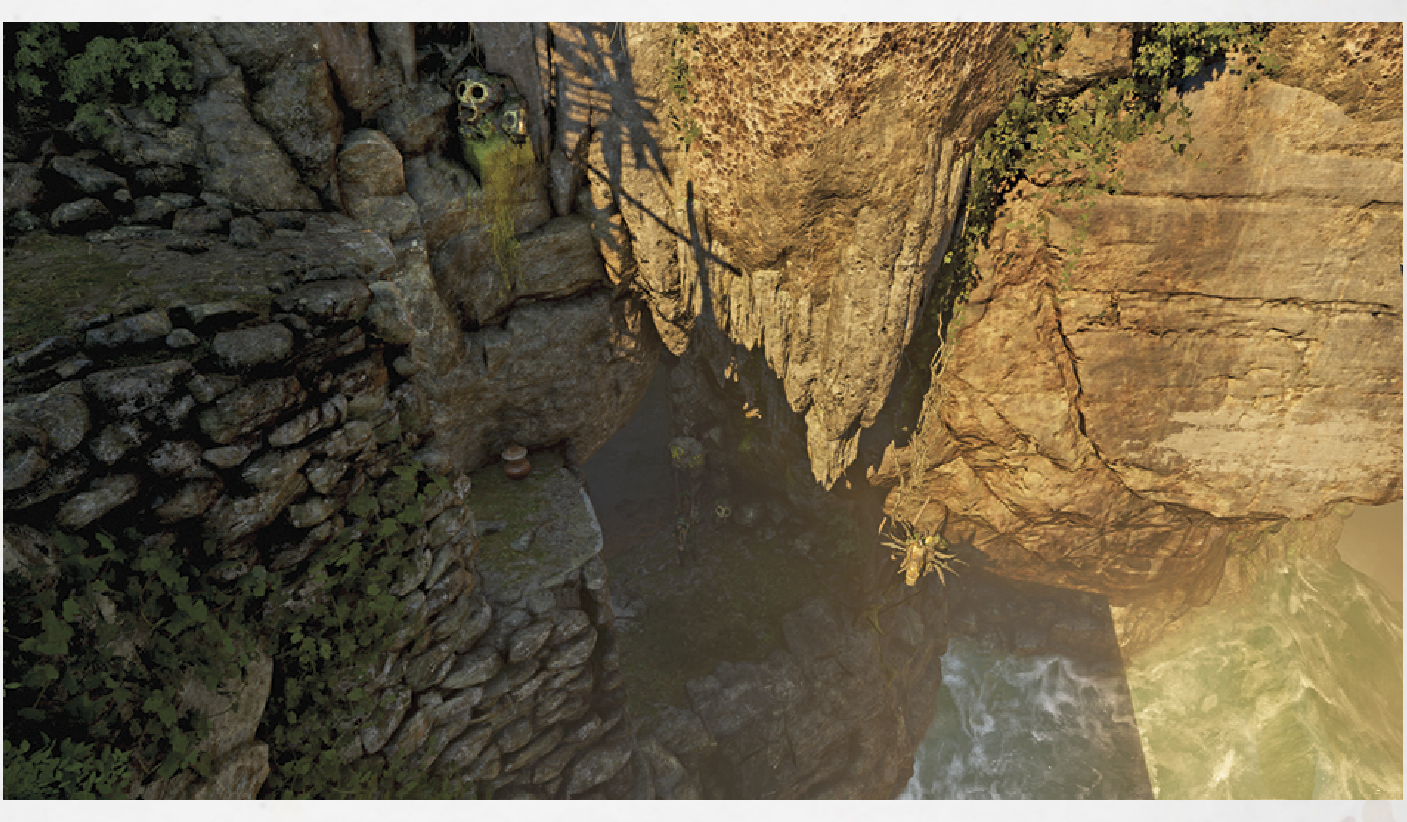
Return to Hidden City - Challenge Tombs

LOCATION: *JUST OUTSIDE TEMPLE OF KUKULKAN*


LOCATION: JUST OUTSIDE TEMPLE OF KUKULKAN
SKILL EARNED: JAGUAR'S PAW
3 ANCIENT AQUEDUCT
1
2
3
4
5
6
7
8
15
23
23

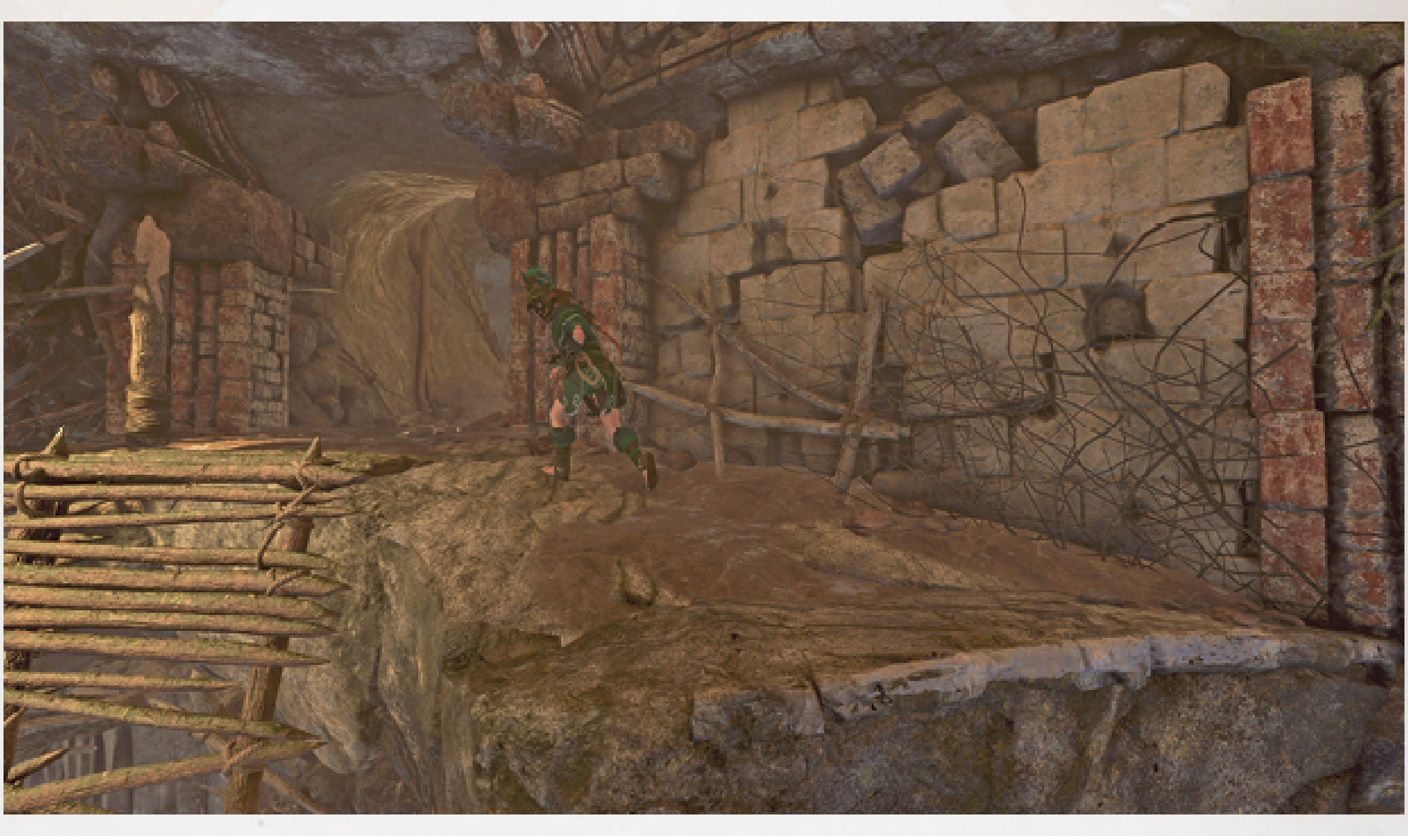
ACCESS THE TOMB

After exiting the Temple of Kukulkan, you run into a couple guards who block access to the bridge that leads directly to the prison. Drop off the left cliff edge and enter the cave. Dive underwater and follow the long tunnel. Surface when you see the light refracting through the water. There are two air pockets available in case you're unable to make the distance.



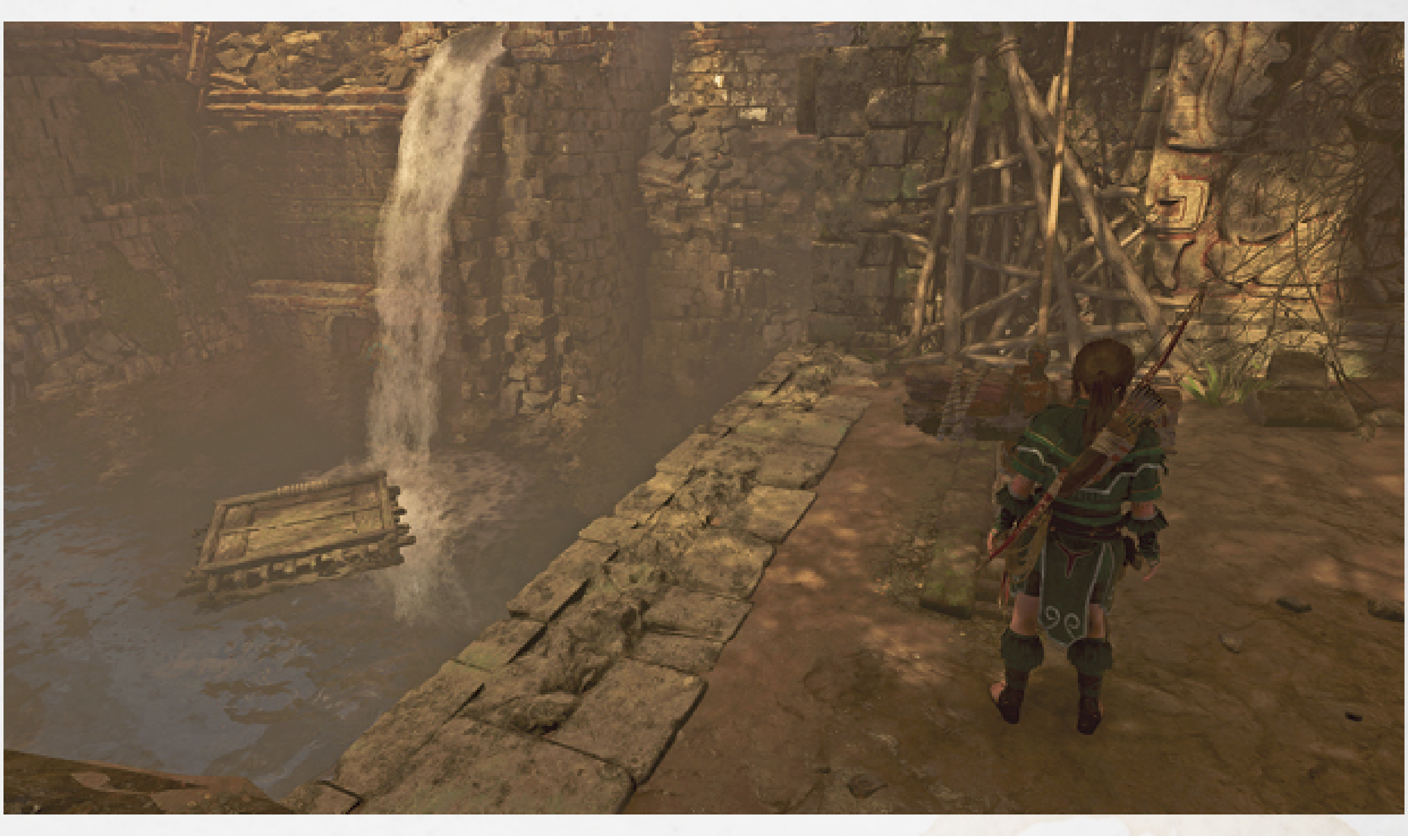
THE TOMB BASE CAMP

Climb the wall and run up the trail into a large cavern (1), keeping an eye out for valuables as you explore the tomb. Drop all the way down to the lower ground, move along the right side, and hop over the water. Climb the ledges on the right, then follow the trail to the Subterranean River Base Camp.



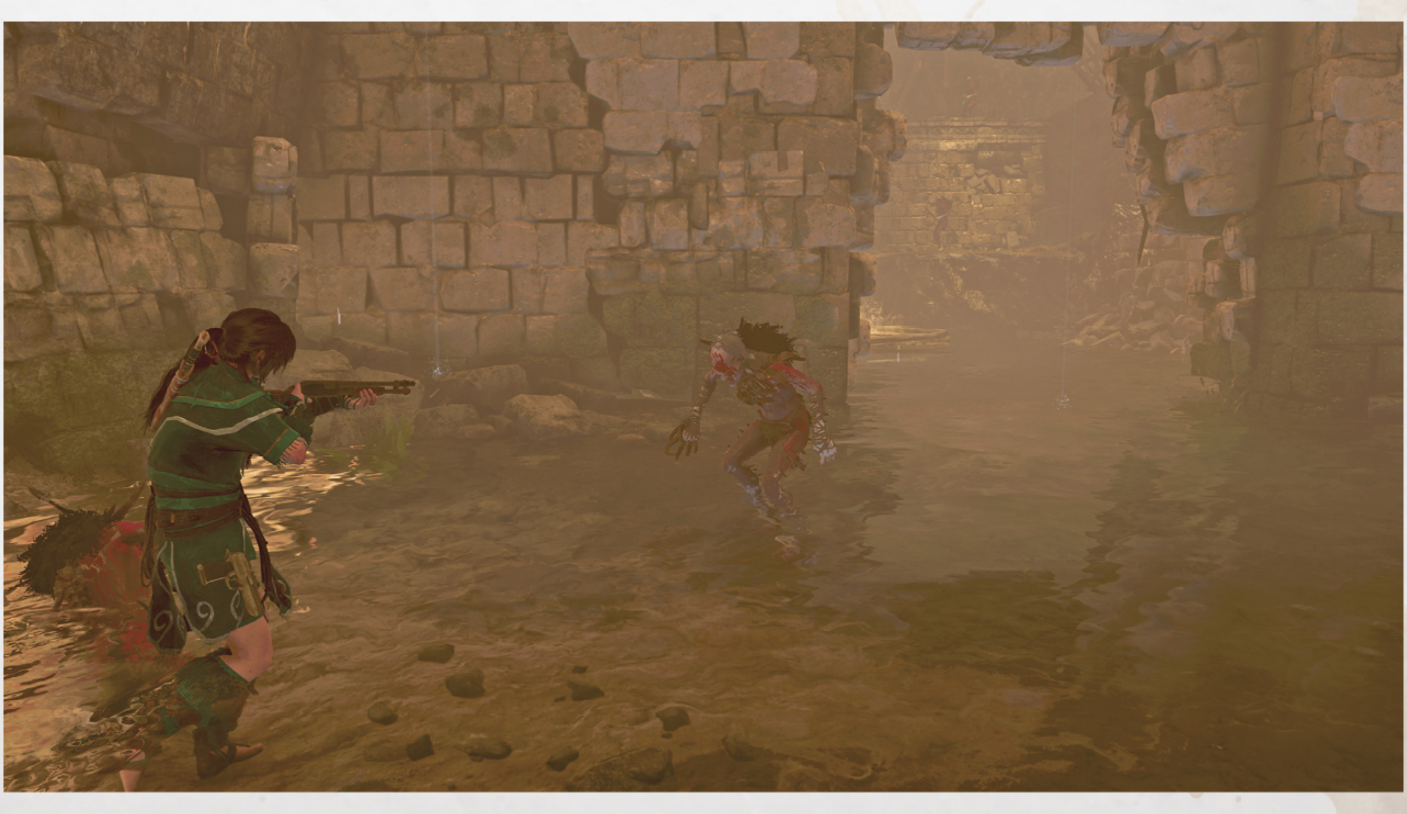
REACH THE STELE AT THE TOP OF THE AQUEDUCT

Jump off the ledge into the water and enter the large cavern to find a working Maya aqueduct. The pull mechanism (2) just ahead fills the chamber with water, while a lever (3) on the back wall causes the water to empty. The goal is to reach a stele that sits in a room at the top of the aqueduct. It's accessible from the platform that hangs in the middle of the cavern, but you need to raise the water high enough to access it.

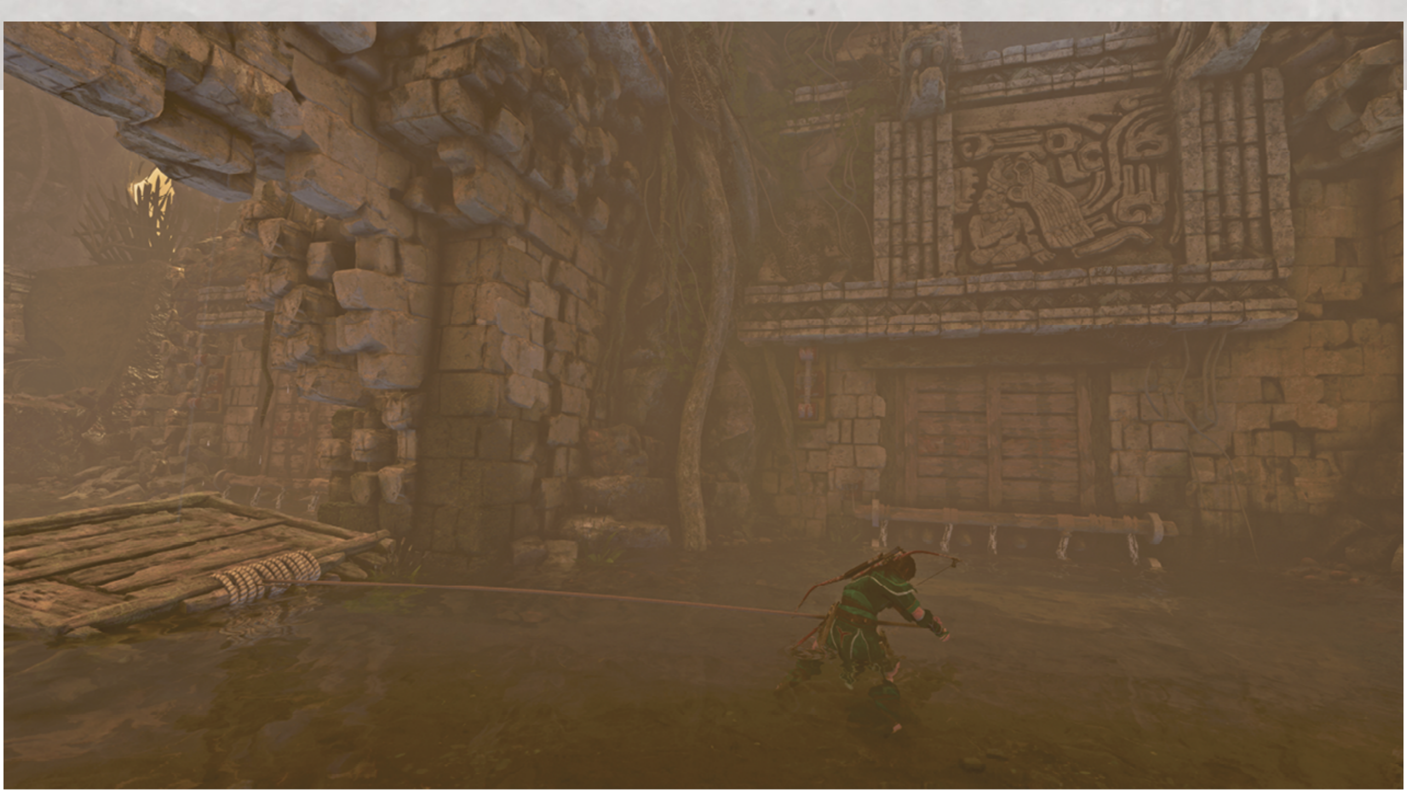


➡ First, hop down and kick the raft toward the middle of the room. Stand on the raft and tether a rope between the rope on the raft and another coil at the base of a gate on the right wall. Climb back up to the pull mechanism (2), and pull it all the way back. Water rushes in, causing the raft to rise and open the gate.

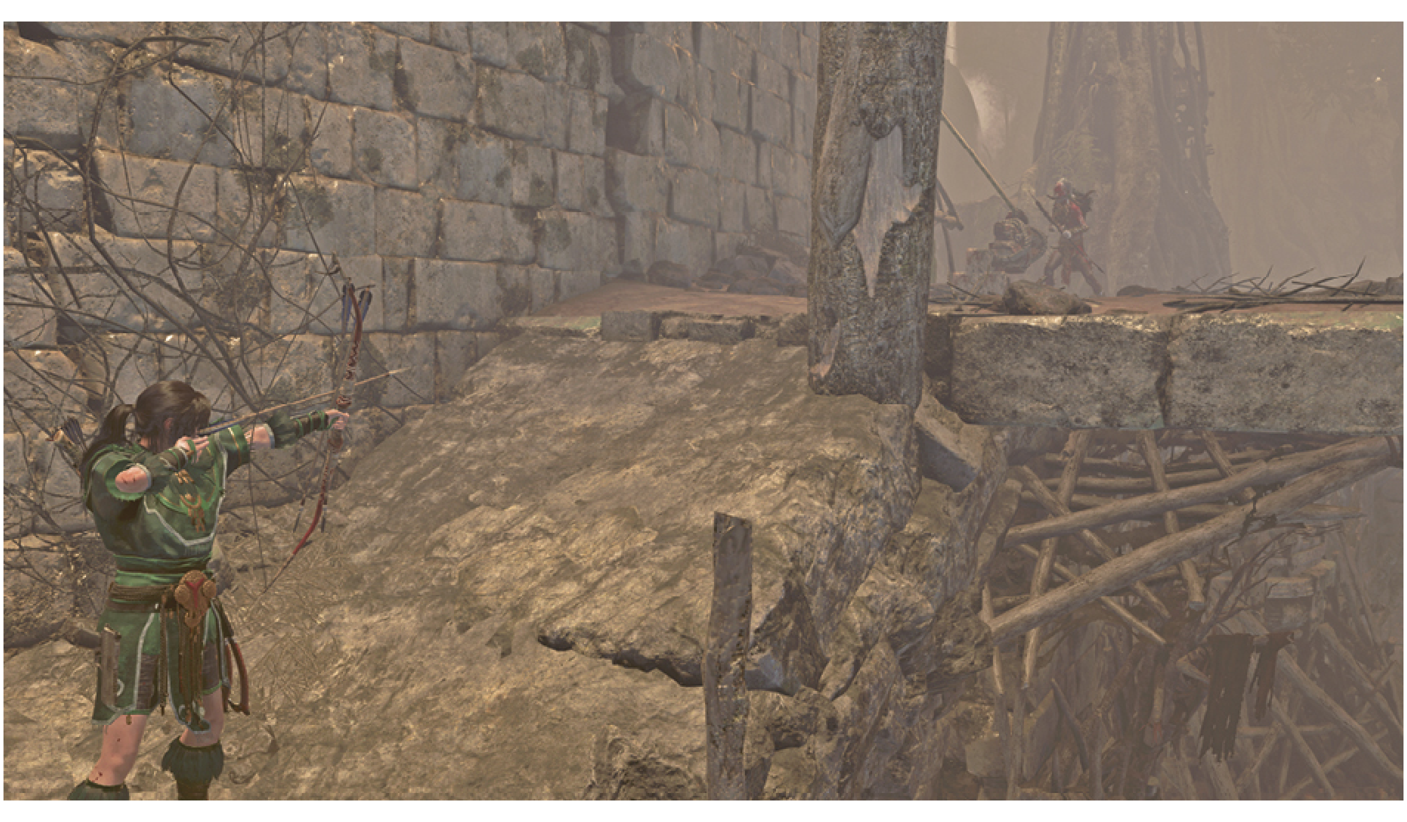
➡ Swim through the gate, grab a breath at the trapped air, and destroy the pry barrier at the other end of the tunnel. Swim to the far wall and pry the lever open to drain the water.



➡ Rope-pull the boards down that block access to the first chamber. Two Yaaxil warriors charge you, while two archers fire from the other side of the cavern. Step to the left, out of the archers' view, and take out the two melee fighters as they approach. Next, pick off the archers with a long-range weapon.



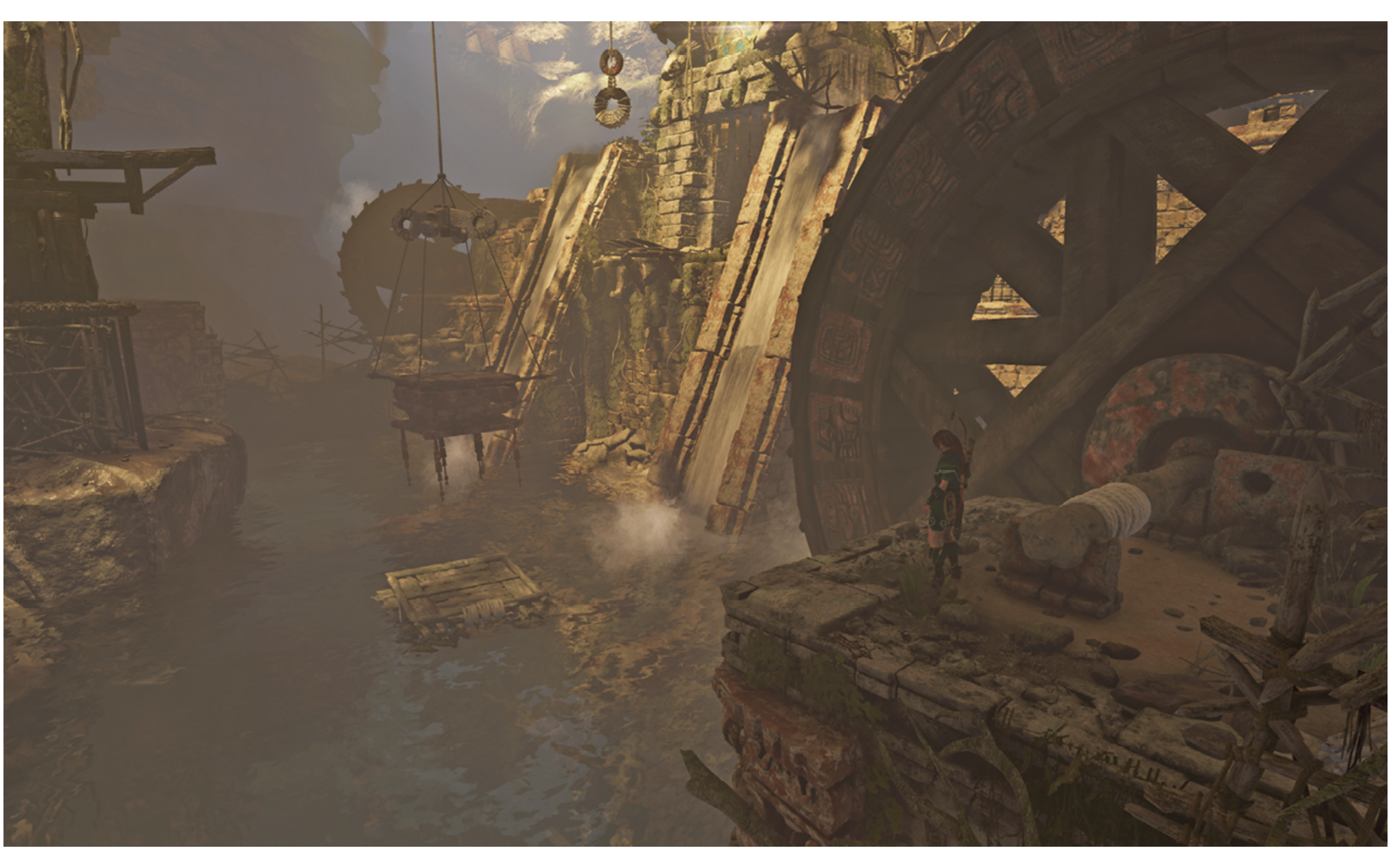
➡ Rope-pull the raft from the first chamber into the second. Return to the pull mechanism (2), and use it to fill the rooms with water. Climb onto the raft and jump over to the opening (4).



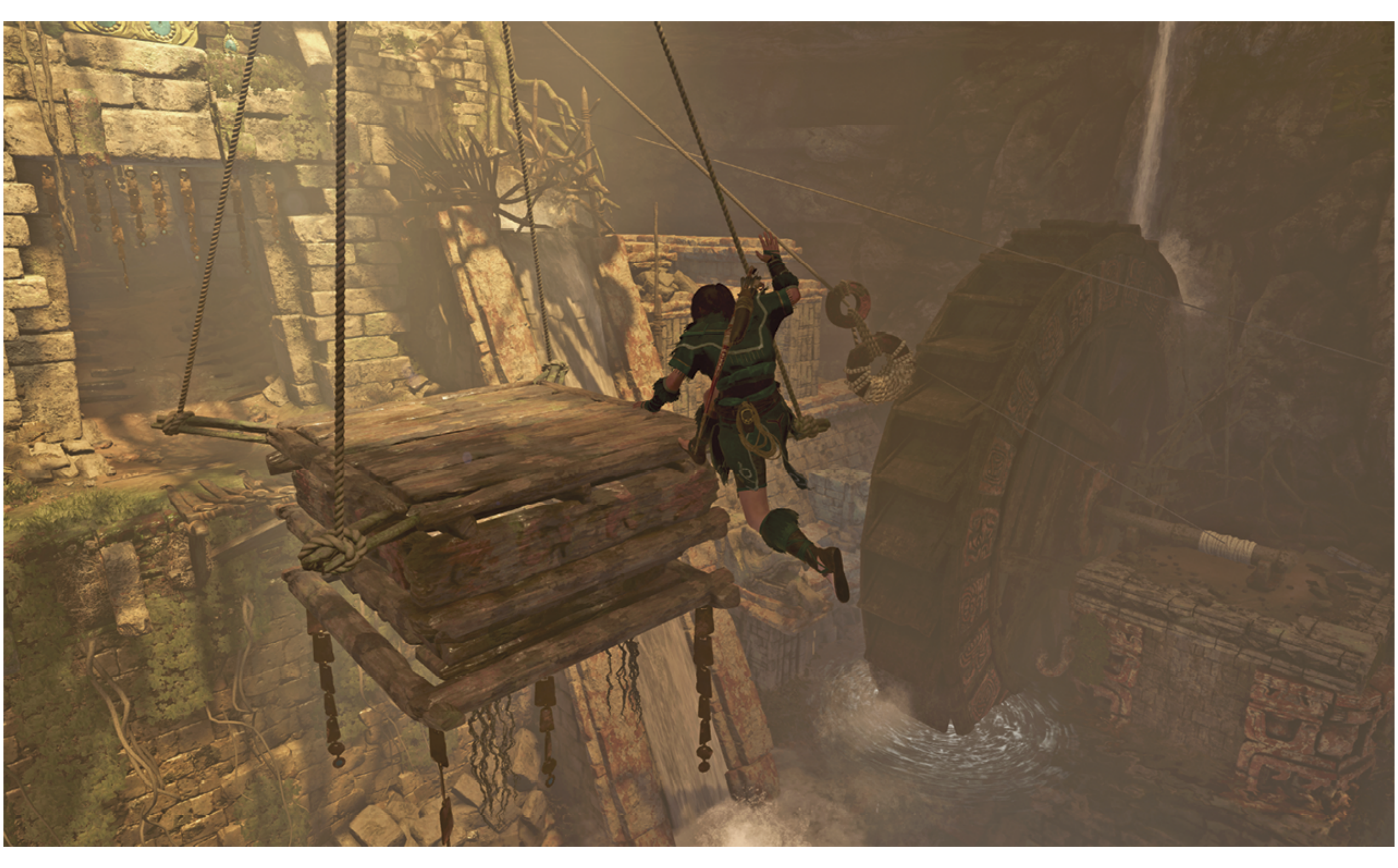
➡ The corridor leads around to the right, where two more Yaaxil warriors attack. After a few moments, another warrior and archer bust through the barrier. Pull the warriors around the wall and dispose of them, then take down the archer from the corner. Climb up the far side and cautiously walk up the ramp to find another archer and two warriors.

➡ With the Yaaxil out of the way, pull another mechanism (5) on the left wall to pour more water into the chamber. Hop onto the raft as it drifts around the central island; give it a pull if it doesn't move past the corner. Once you're able to aim your bow at the rope wrapped around the waterwheel shaft, tether a rope between the shaft and raft.

➡ This takes you over to the shaft (6), where you can climb onto the platform. Find the rope-wrapped disk connected to the central platform (6) by a pulley system, and tether a rope between the shaft and disk. This pulls the central platform up, but also attracts a pair of archers. Quickly take them down.



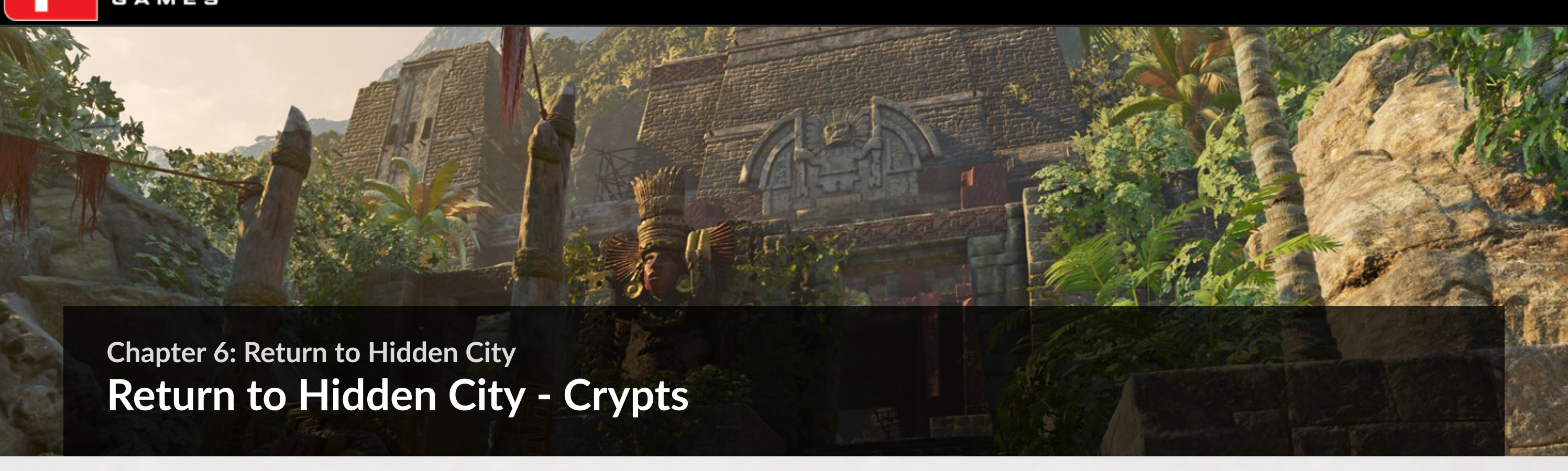
➡ By this time, the raft may be drifting too far away and the platform has lowered, so bring the raft back your way by tethering a rope to it. Once it's close, tether another rope between the shaft and disk.



➡ Board the raft and jump onto the island (7) as you get close. Scramble up the two wood walls, shimmy along the beam to the right, and climb on. Immediately leap over to the central platform and on over to the other side before it lowers again. Learn a new Skill at the stele ahead.

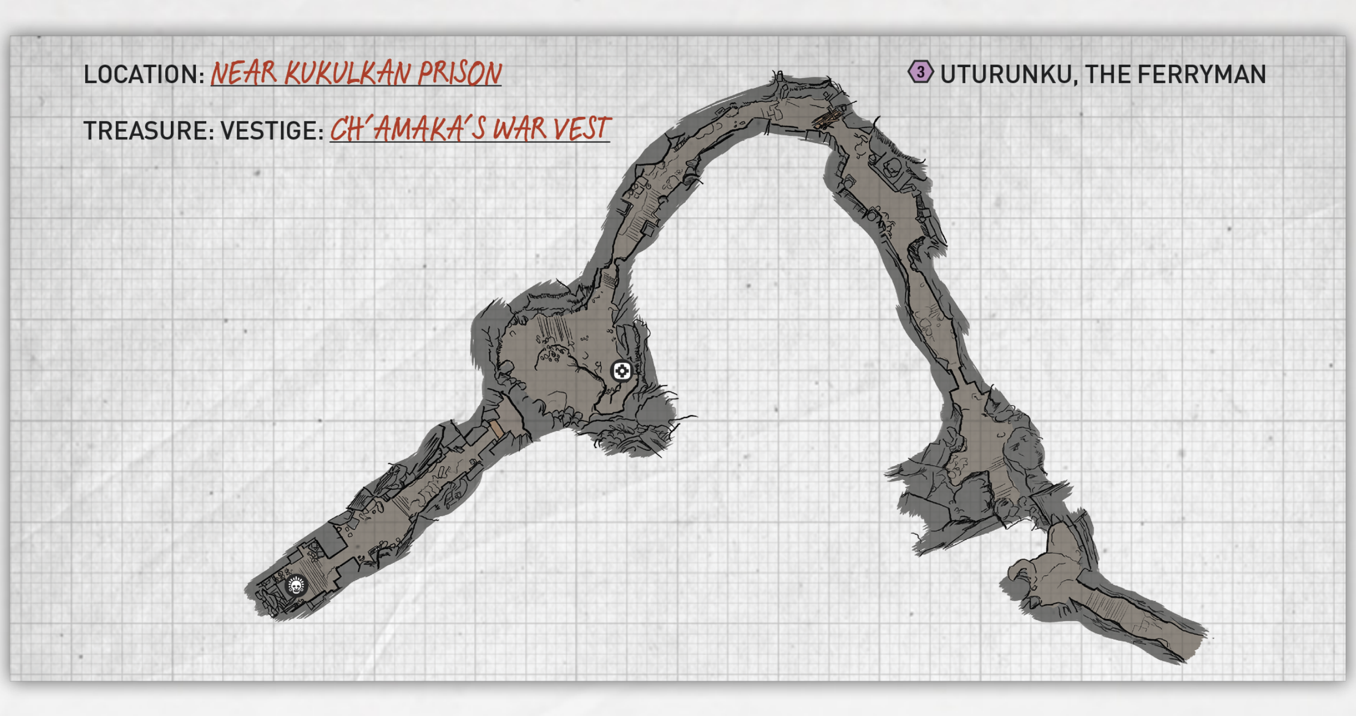
EXIT THE TOMB

Follow the water channel on the right side of the room back to a zipline. This splashes you into the water next to the Base Camp. Exit the tomb through the same path you entered. If you've returned to this tomb at a later point in the game, you can fast-travel to another camp.



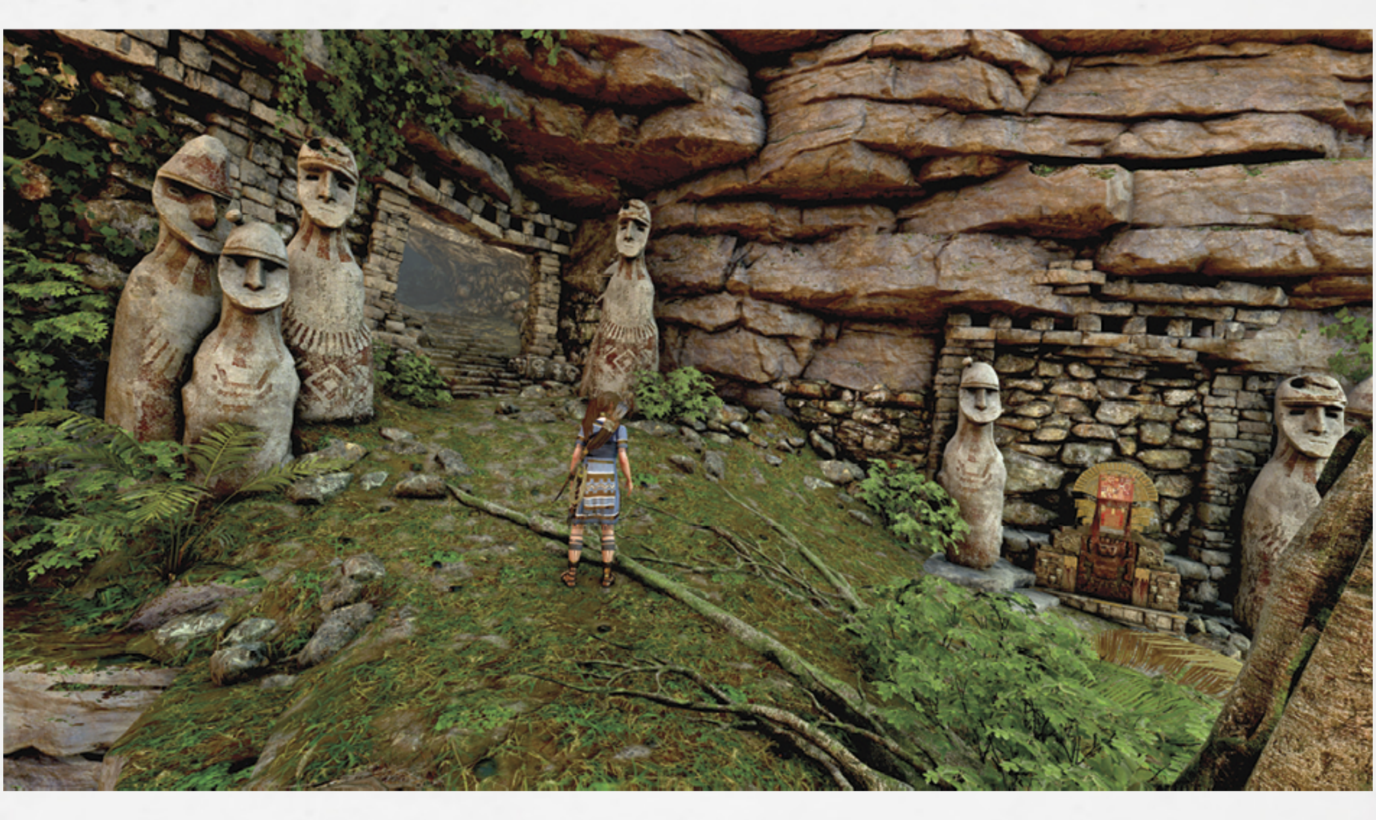
Return to Hidden City - Crypts

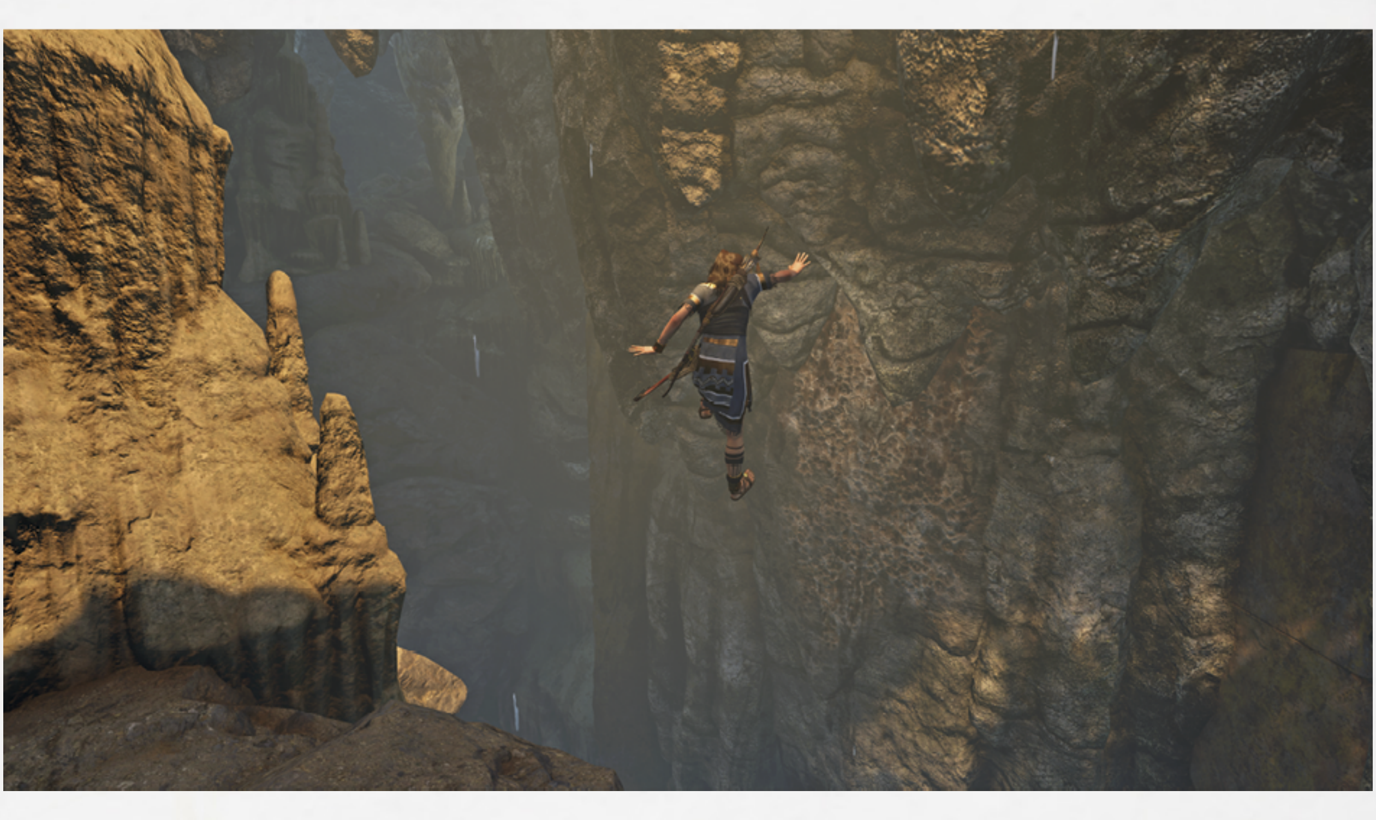
LOCATION: NEAR KUKULKAN PRISON


LOCATION: NEAR KUKULKAN PRISON
TREASURE: VESTIGE: CH'AMAKA'S WAR VEST
3 UTURUNKU, THE FERRYMAN

ACCESS THE CRYPT

On your way to free Unuratu from prison, you must cross the raging river along a tethered rope. From there the story objective goes right. Instead, climb onto the left ledge and leap off the protruding rock ahead to reach the shelf on the cliff face. Shimmy to the left and climb up to find the crypt entrance. Climb the steps and crawl through the tunnel to get inside.

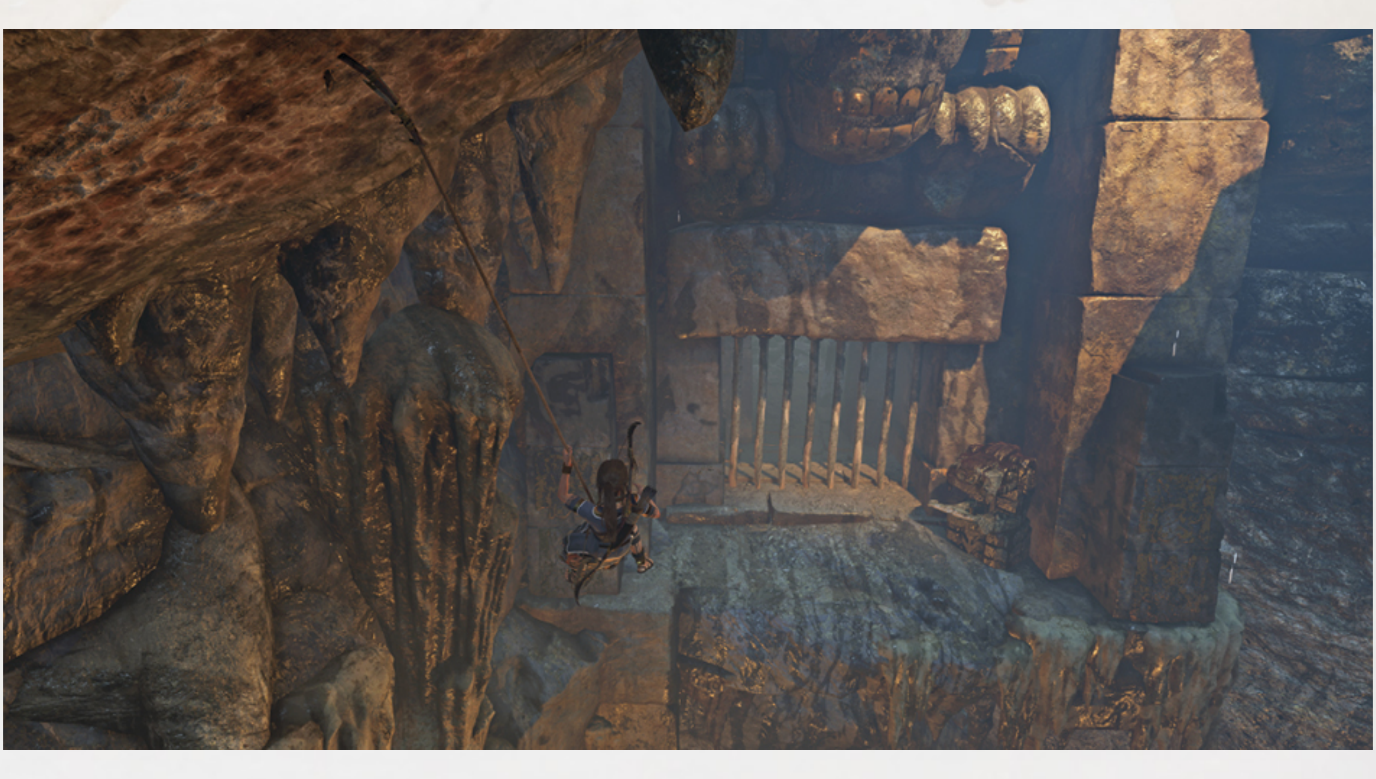


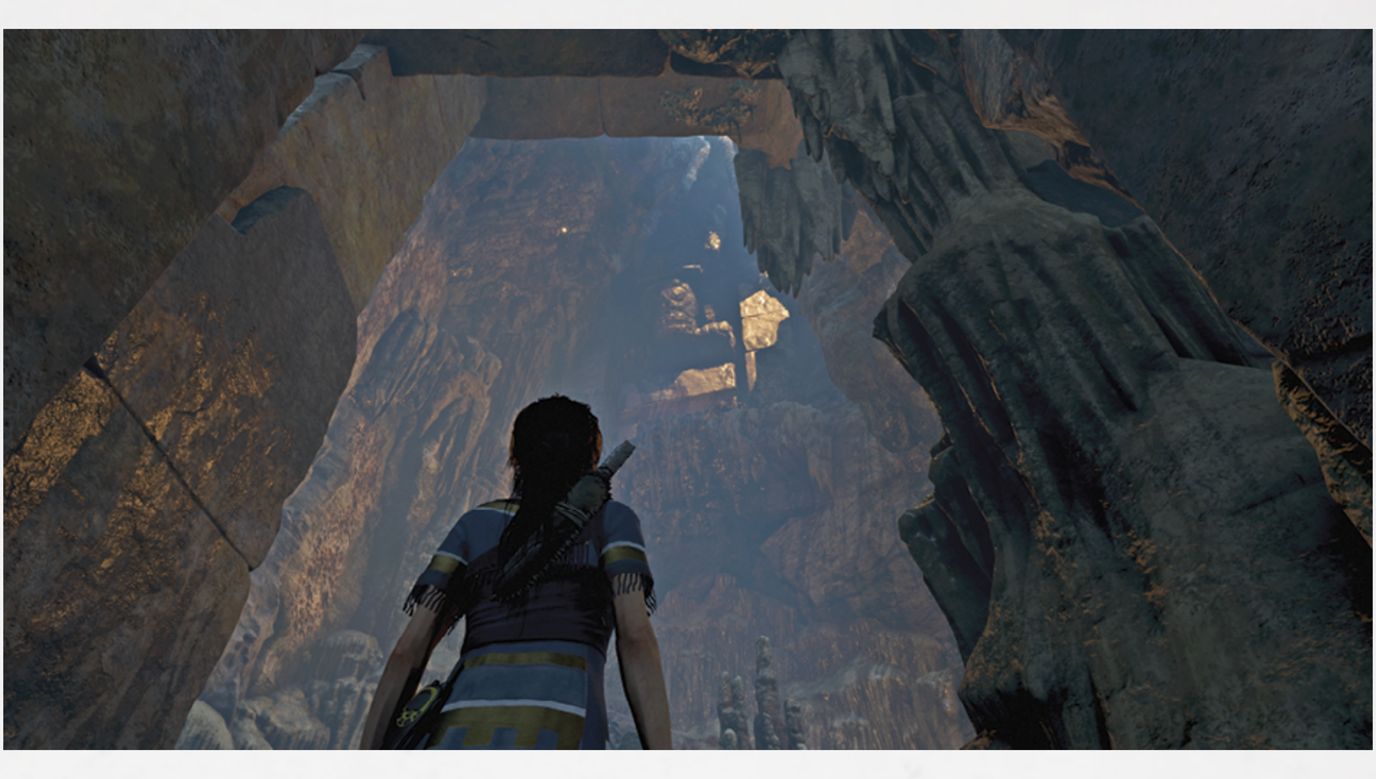


FIND THE SARCOPHAGUS

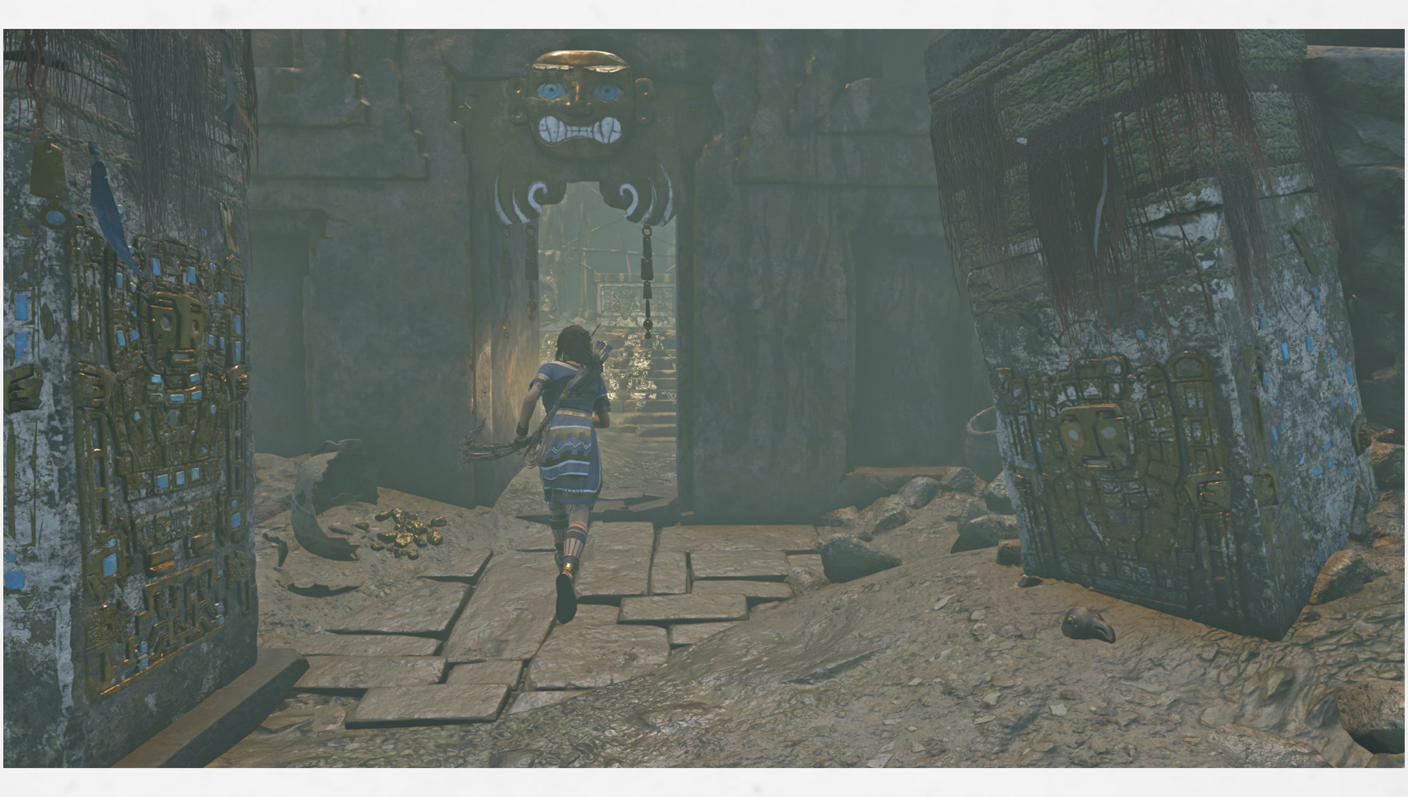
Follow the corridor all the way to the Mural. Leap off the cliff edge to the climbable surface, rappel all the way down, and drop into the underground valley. Run right and rope-pull the barrier down. Follow the trail through a deep cavern and a tunnel into a grotto with a carving high up on one side; that's your next goal.

Run up the steps and leap onto the craggy surface at the end of the trail. Climb to the top of the wall and transition to the overhang. Rappel down, turn toward the rock platform, and jump over to it.





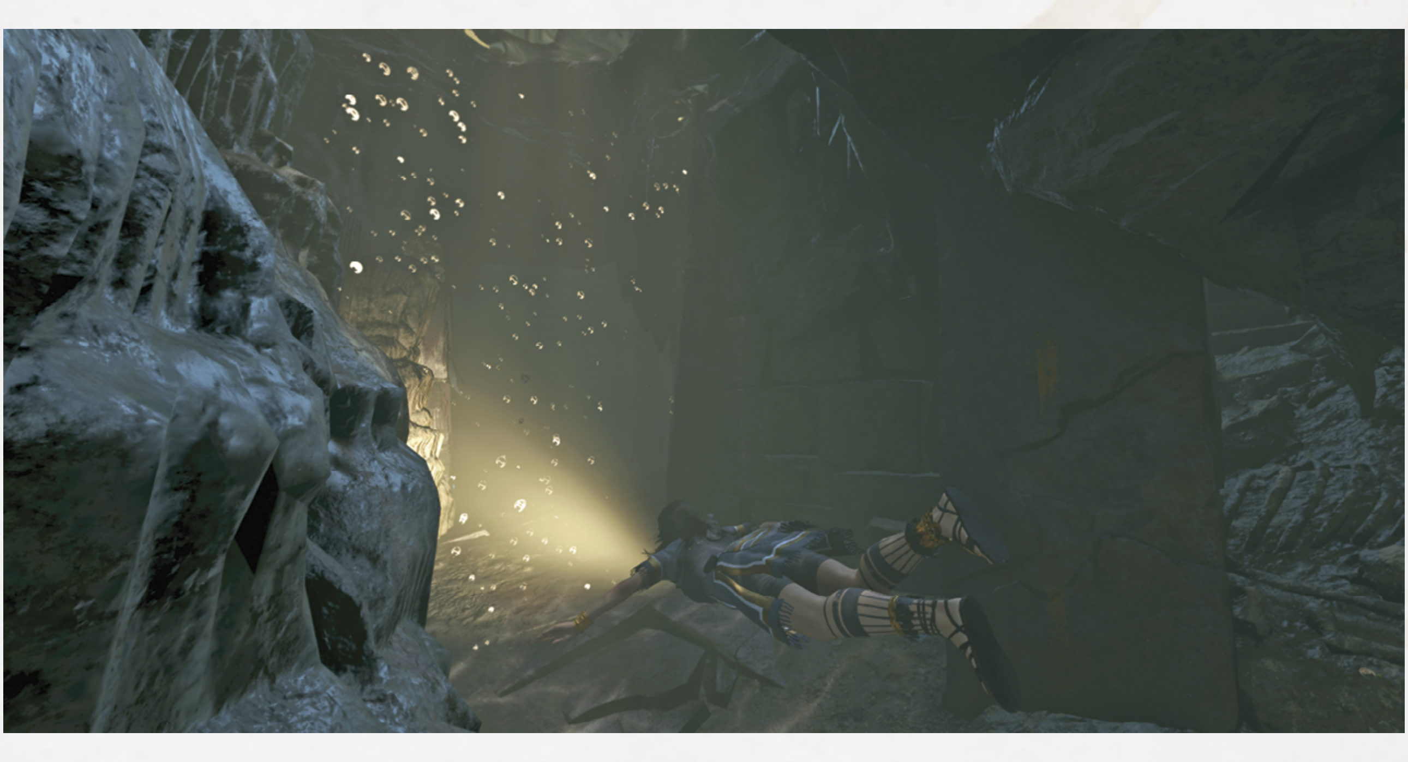
Push the switch in, move through the opening, and loot the sarcophagus in the next room.Exit the Crypt

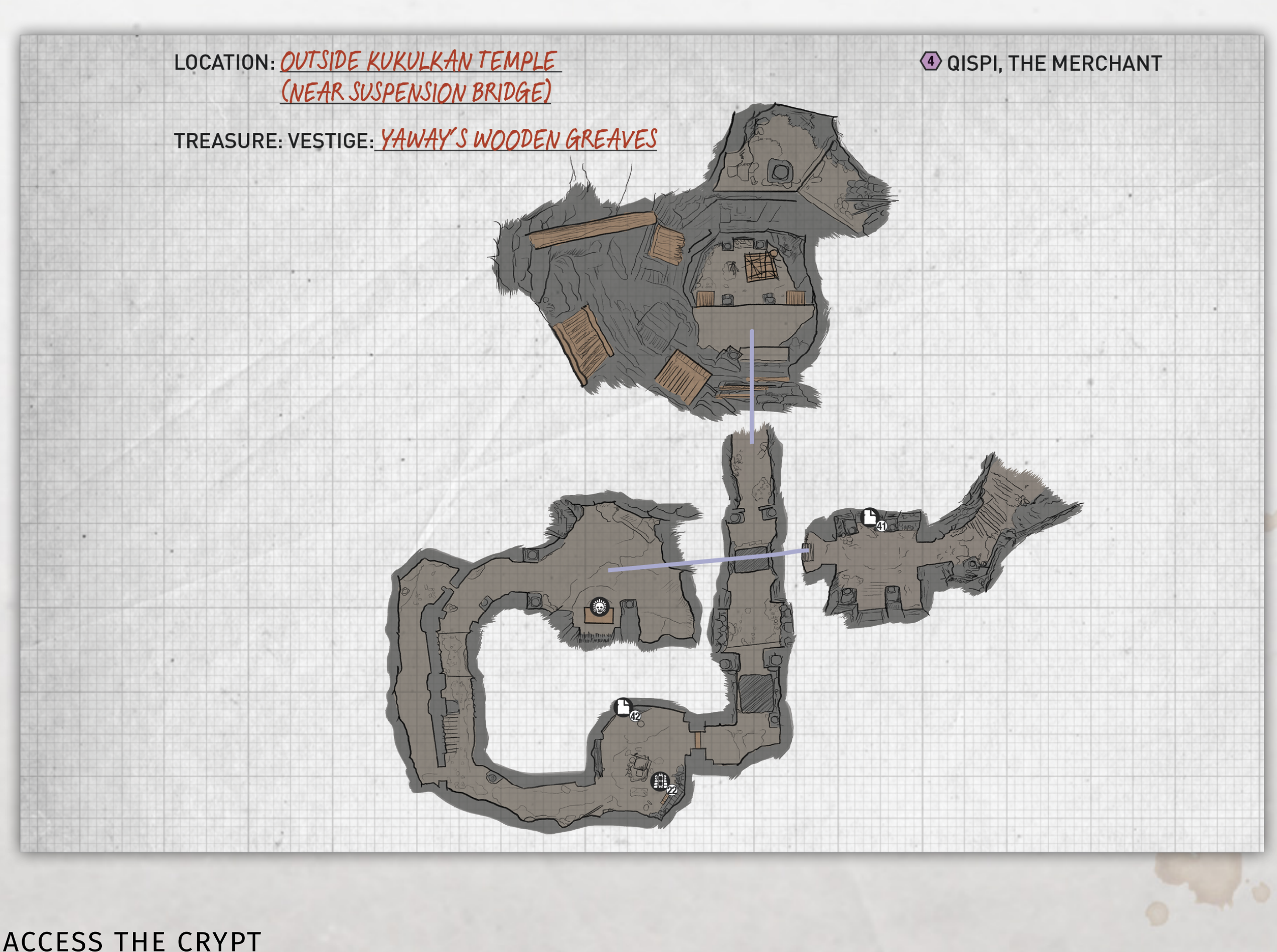


EXIT THE CRYPT

Return to the previous cavern, which is now filled with water. Dive all the way down to the riverbed and find the narrow slit you squeezed through moments earlier. Swim down through the tunnel and grab a breath at the trapped air.

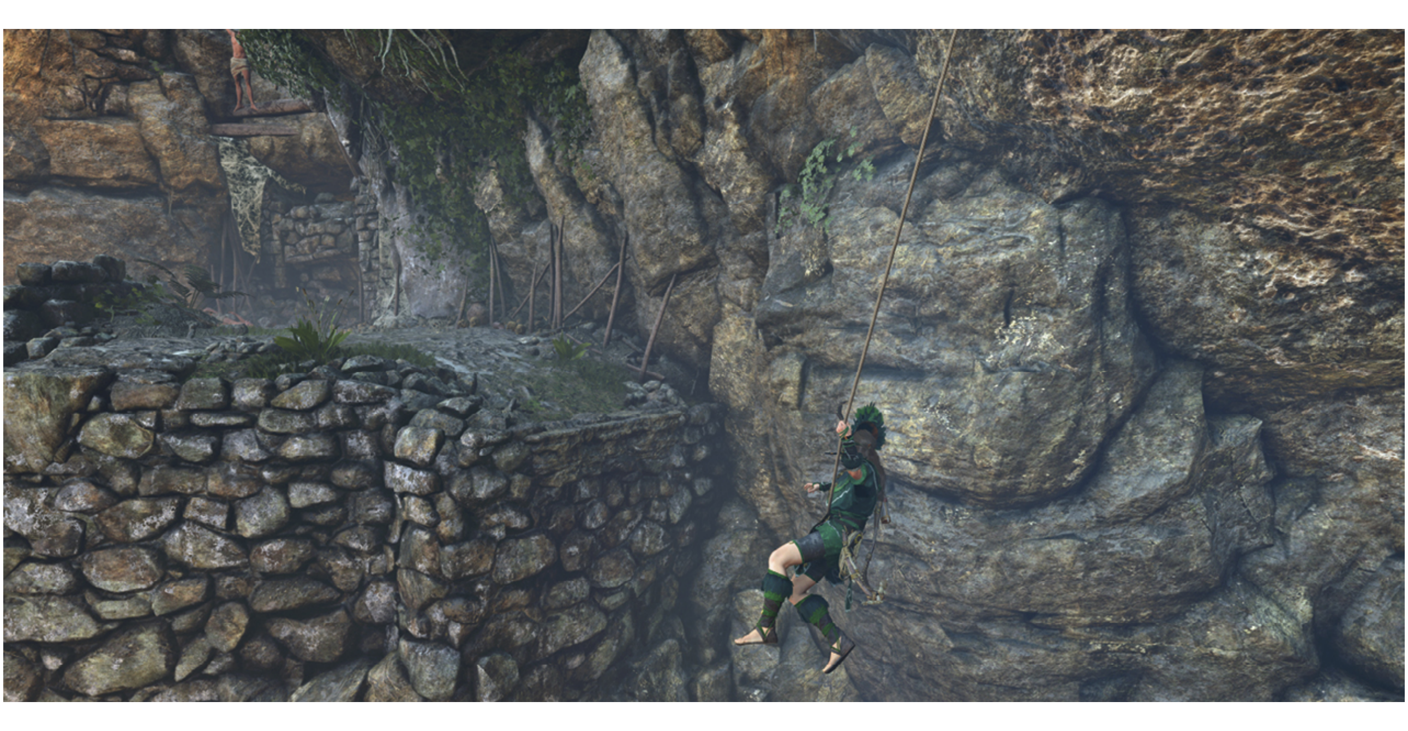
Fast-swim back through the valley into another narrow opening. Rise through the water when you see the sunrays. Follow the cave back outside.




LOCATION: OUTSIDE KUKULKAN TEMPLE (NEAR SUSPENSION BRIDGE)
TREASURE: VESTIGE: YAWAY'S WOODEN GREAVES
4 QISPI, THE MERCHANT
41
42
22

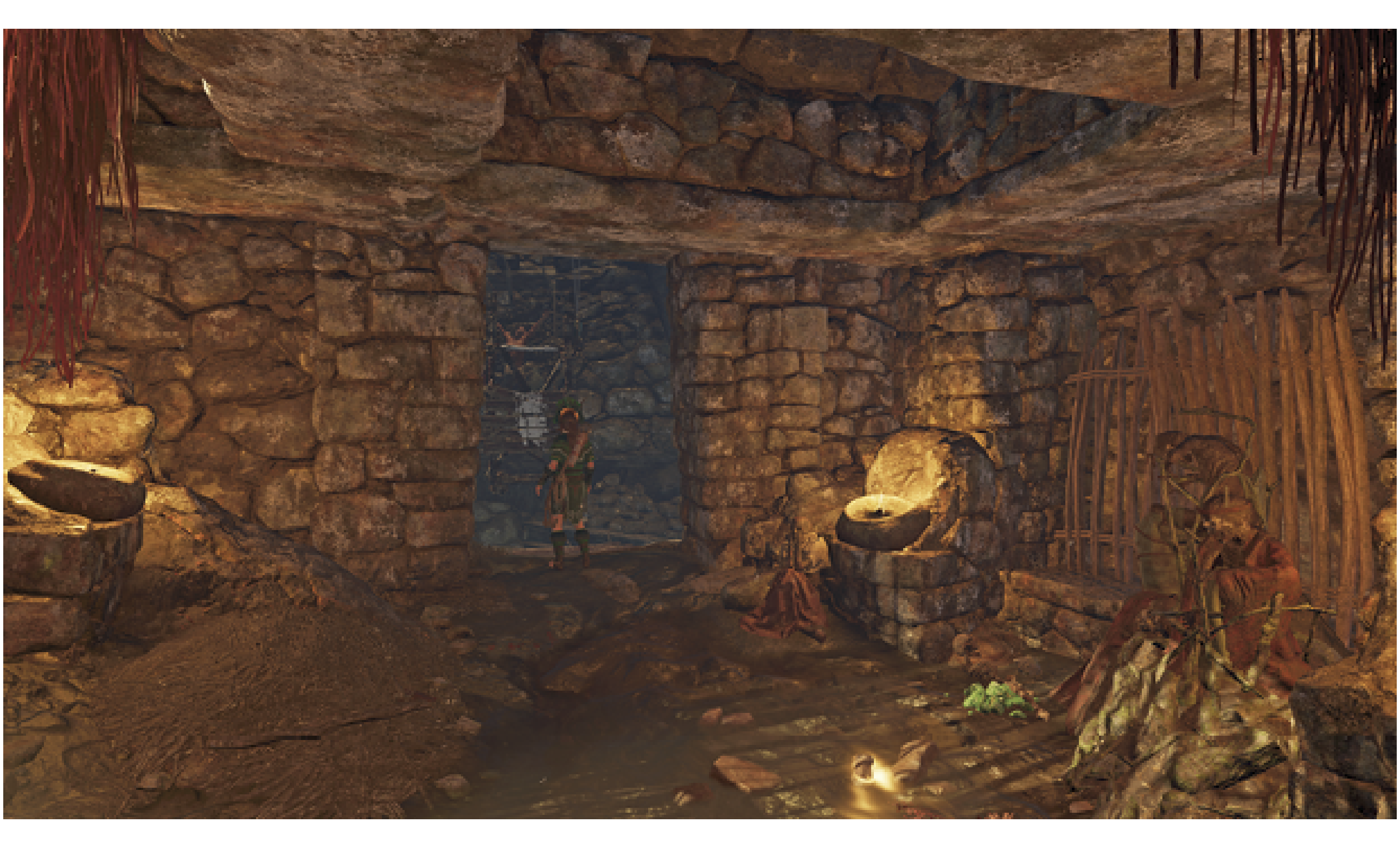
ACCESS THE CRYPT

This crypt isn't available until you return across the suspension bridge with Unuratu. Hang off the cliff edge, right of the bridge, and shimmy in the other direction. Move down the craggy overhang, rappel down, and jump left to the plateau. Throw the Grapple Axe at the rock ledge if it looks like you won't make it. Slip through the opening in the wall ahead to enter the crypt.



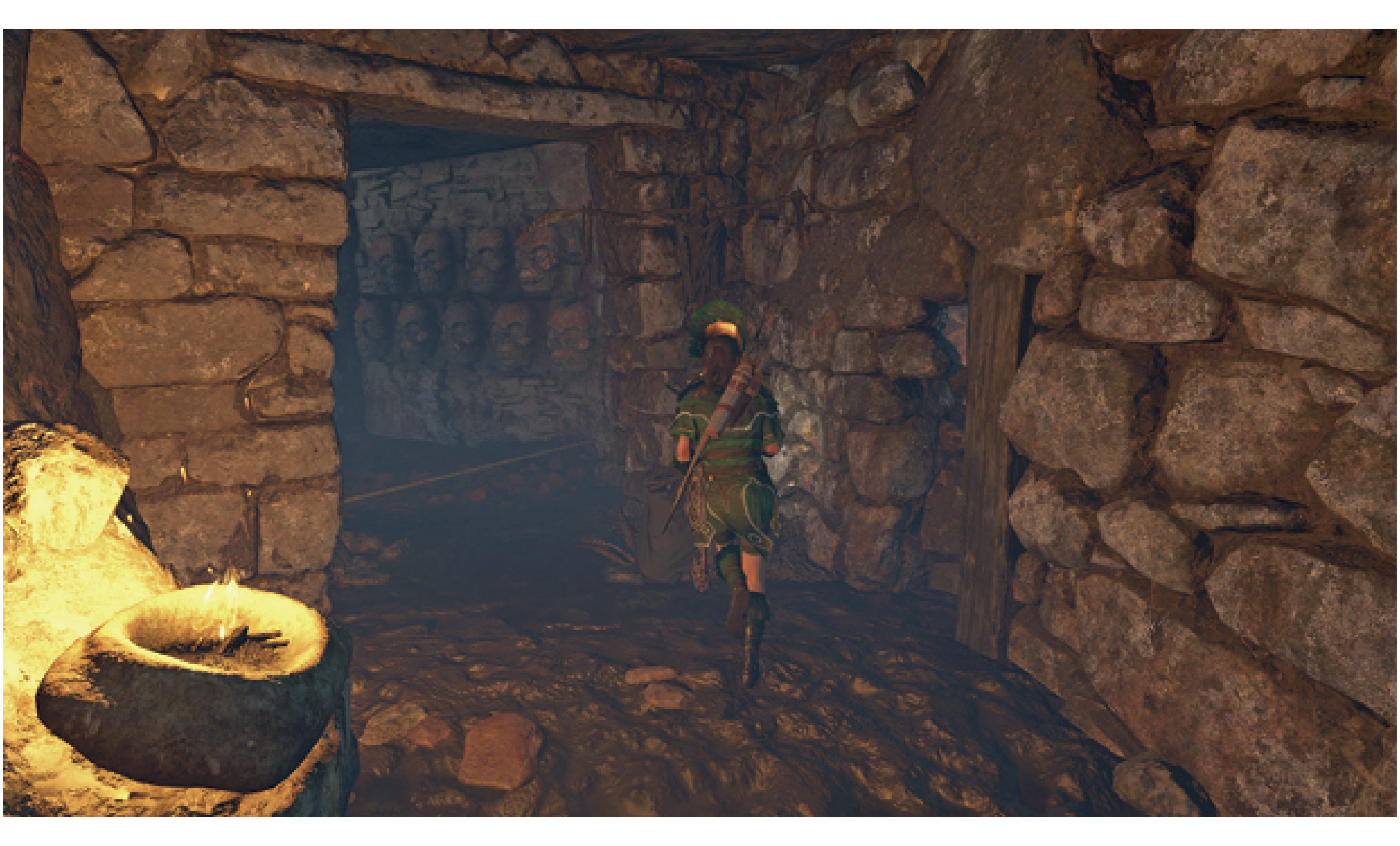
FIND THE SARCOPHAGUS

Duck under the next wall to drop onto a lower path, and slide into the first room. Search thoroughly before jumping and scrambling onto the counterweight on the other side of the doorway, which slowly descends to the sarcophagus. Loot the treasure, then approach the corridor on the right.

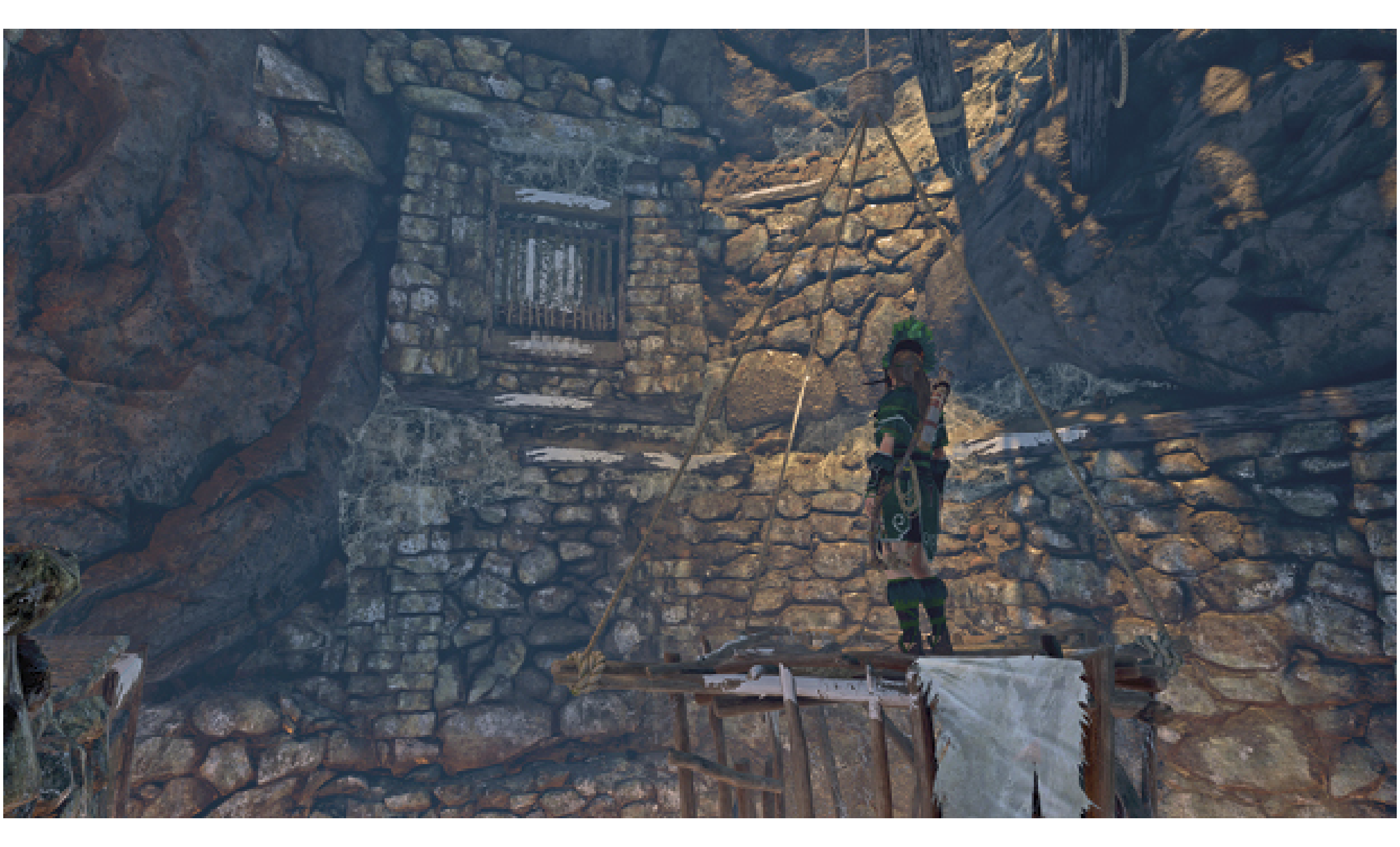


EXIT THE CRYPT

The hallway is littered with traps, which can be disarmed or avoided, but there's an alternate route. Squeeze through the crevice on the right to get a better look at how the traps are set up, and follow the corridor left.



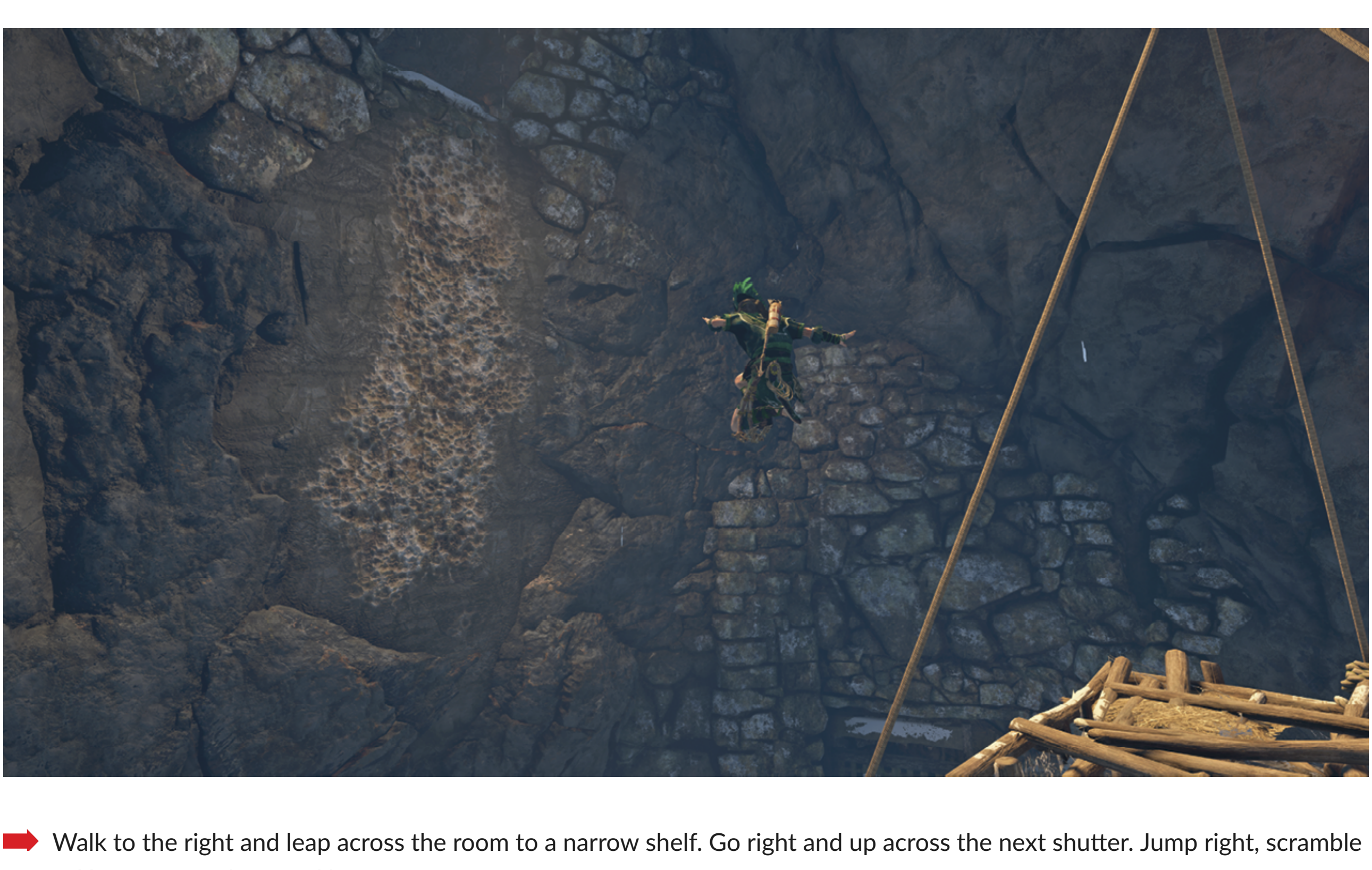
Thoroughly search the next chamber before busting through the weak wall. Avoid three more traps in the passageway and crawl through the small hole. To exit the crypt, you must climb the walls of the final chamber.



➡ Turn to the left or right, and look up at the open shutter on the wall. Use a rope arrow to pull it closed. This allows you to wall-scramble onto the ledge.

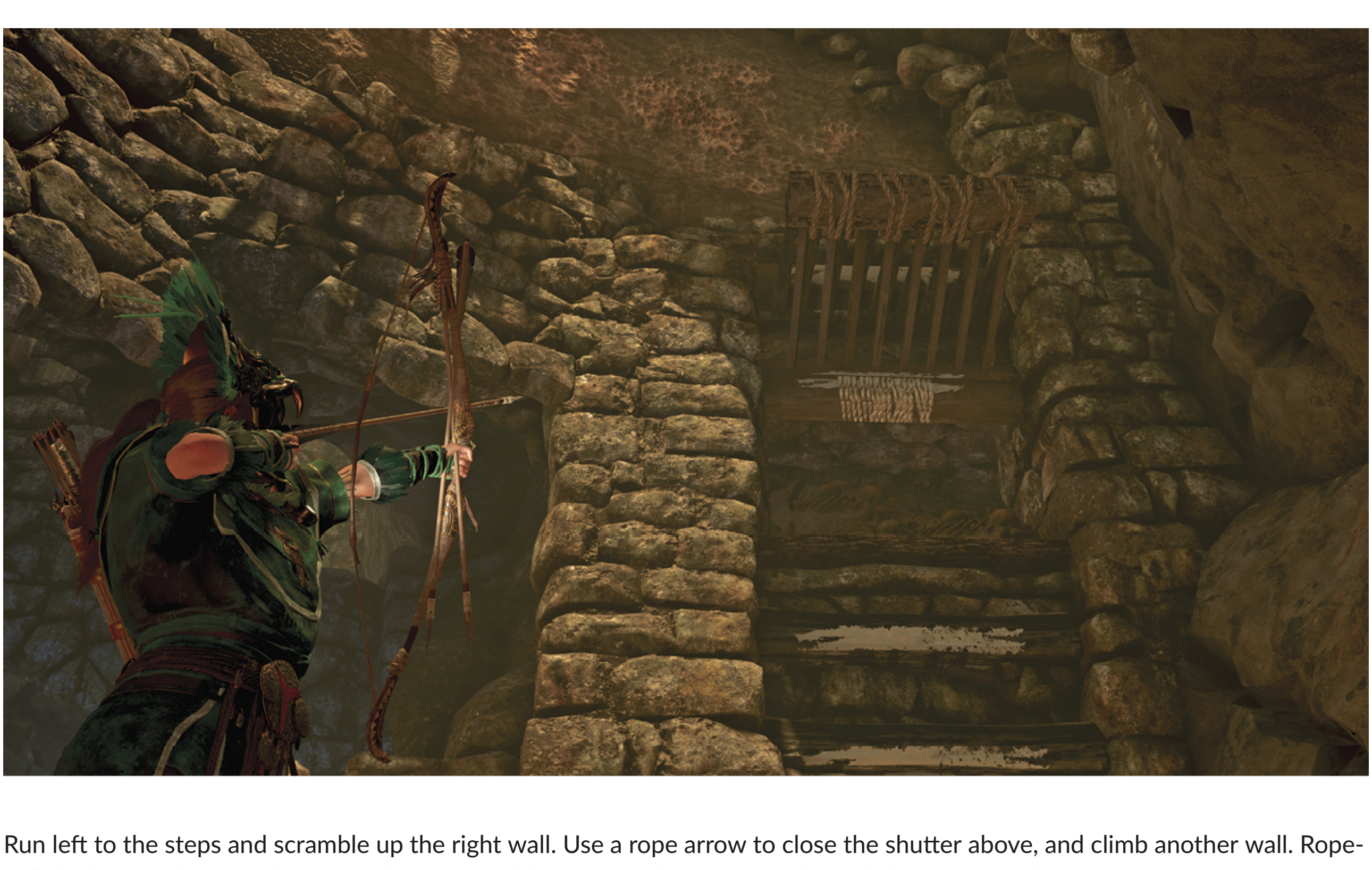
➡ Turn around and jump onto the hanging cage. Look up to the left and close two more shutters to clear the way up the wall.

➡ Jump to the skinny ledge on the far wall, and follow the path left and up across the shutter. Jump and shimmy right until you can climb up.



➡ Walk to the right and leap across the room to a narrow shelf. Go right and up across the next shutter. Jump right, scramble up, and hop over to the wood beam.

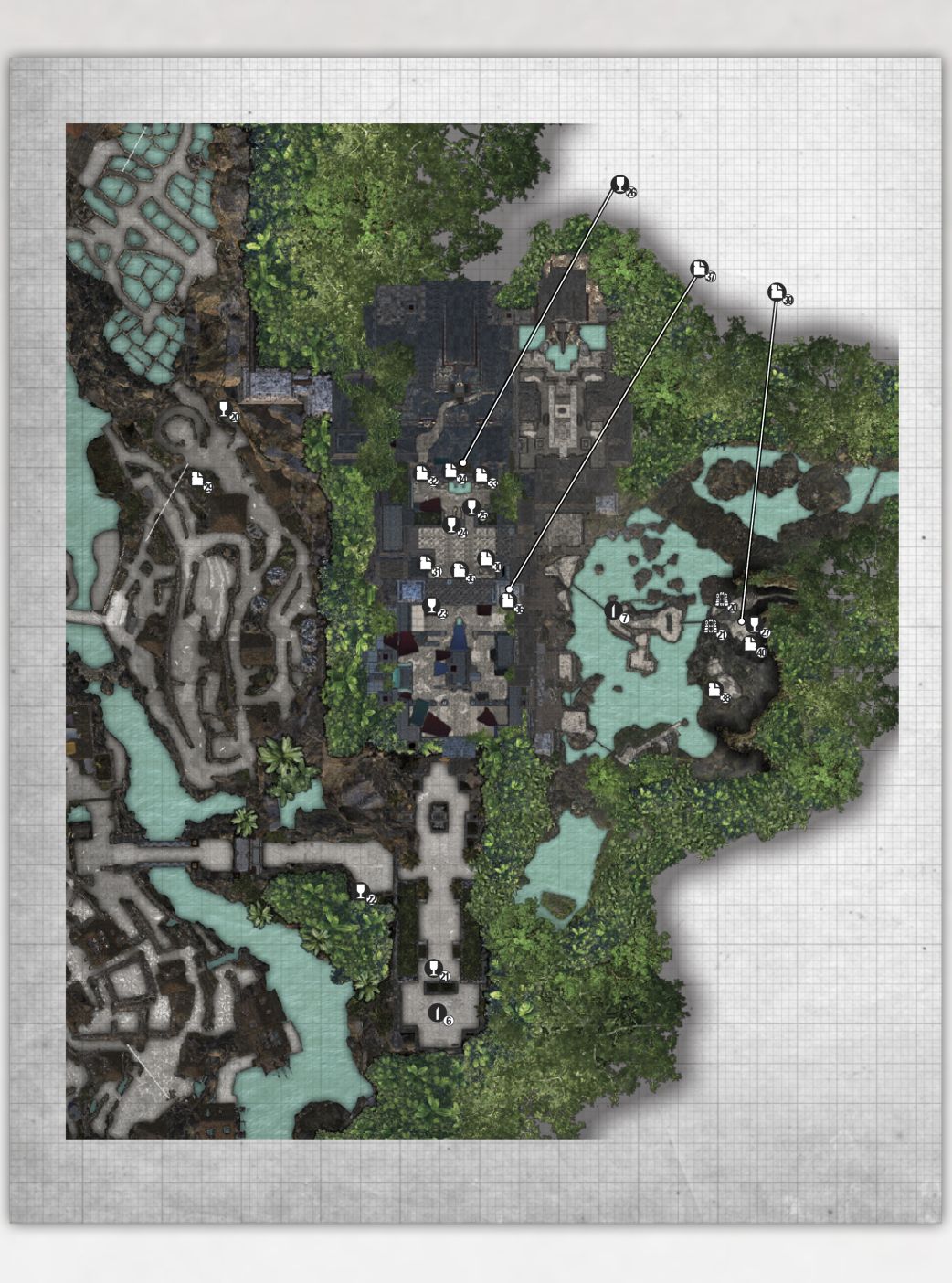
➡ Tightrope to the end and jump onto another cage. An exotic resource is available to the left. Back on the cage, jump onto the craggy wall on the right and climb into a tight tunnel. Follow this until you drop into the first chamber.



Run left to the steps and scramble up the right wall. Use a rope arrow to close the shutter above, and climb another wall. Rope-pull the barrier down at the top of the steps and leap across the gap. Exit through the opening ahead.

Chapter 6: Return to Hidden City

Return to Hidden City - Artifacts



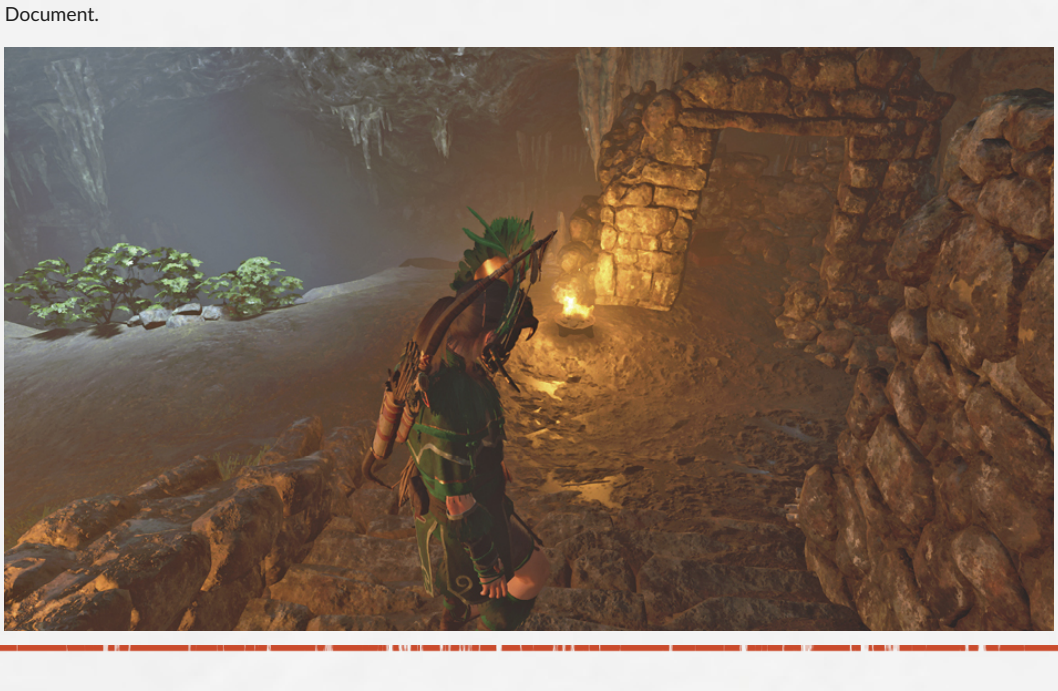
RELICS

20 RELIC

COPPER MACE

- **Dialect: Quechua**
- **Nearest Camp: Skull Cave**

From the Base Camp, head away from the steps and up the ramp near the water. This Relic is just ahead, behind the Document.

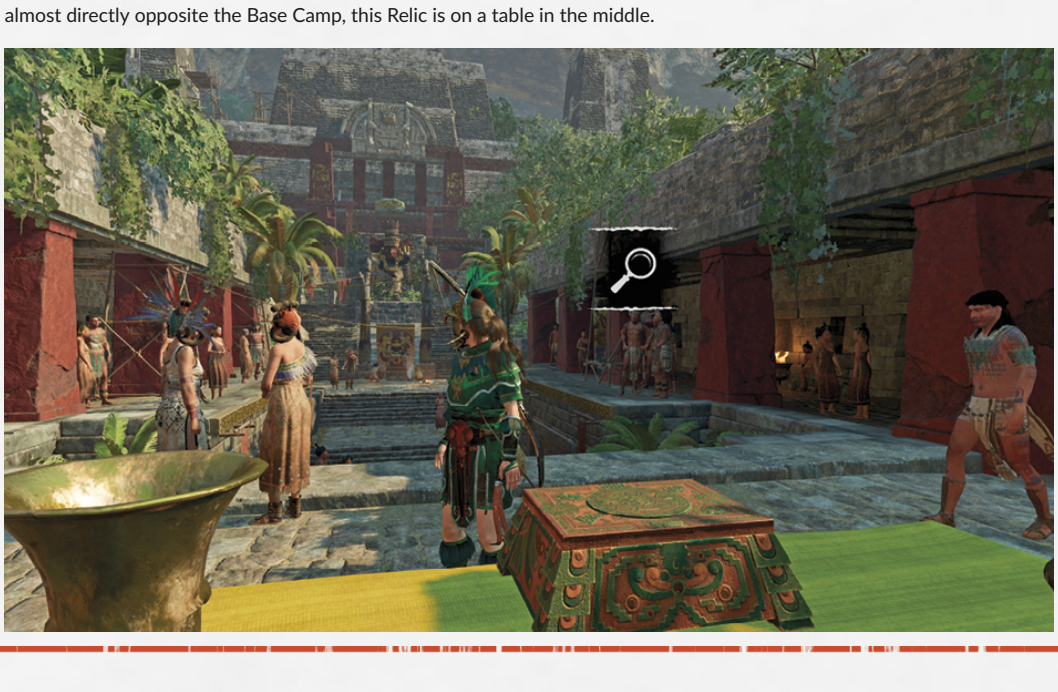


21 RELIC

TLALOC VASE

- **Dialect: Yucatec**
- **Nearest Camp: Upper City Main Gate**

From the Base Camp, head either left or right and follow the covered path over the stairway leading below. On the far side, almost directly opposite the Base Camp, this Relic is on a table in the middle.

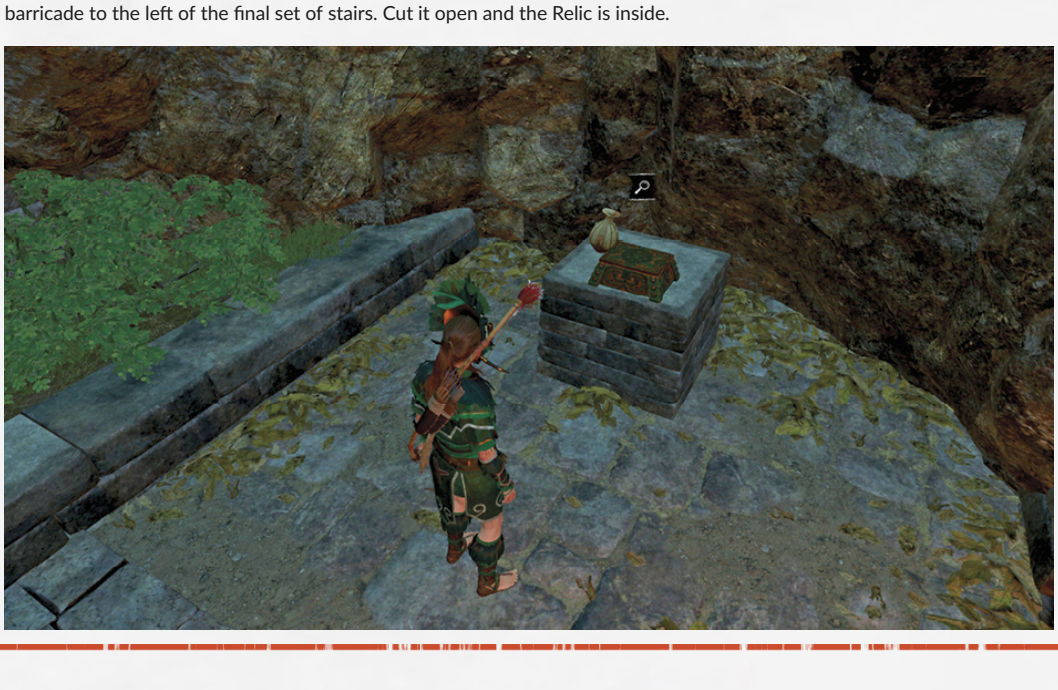


22 RELIC

YEAR BUNDLE

- **Dialect: Yucatec**
- **Nearest Camp: Upper City Main Gate**

Requires Upgraded Knife. From the Base Camp, head toward the entrance to lower Paititi. Before you exit, there is a roped barricade to the left of the final set of stairs. Cut it open and the Relic is inside.

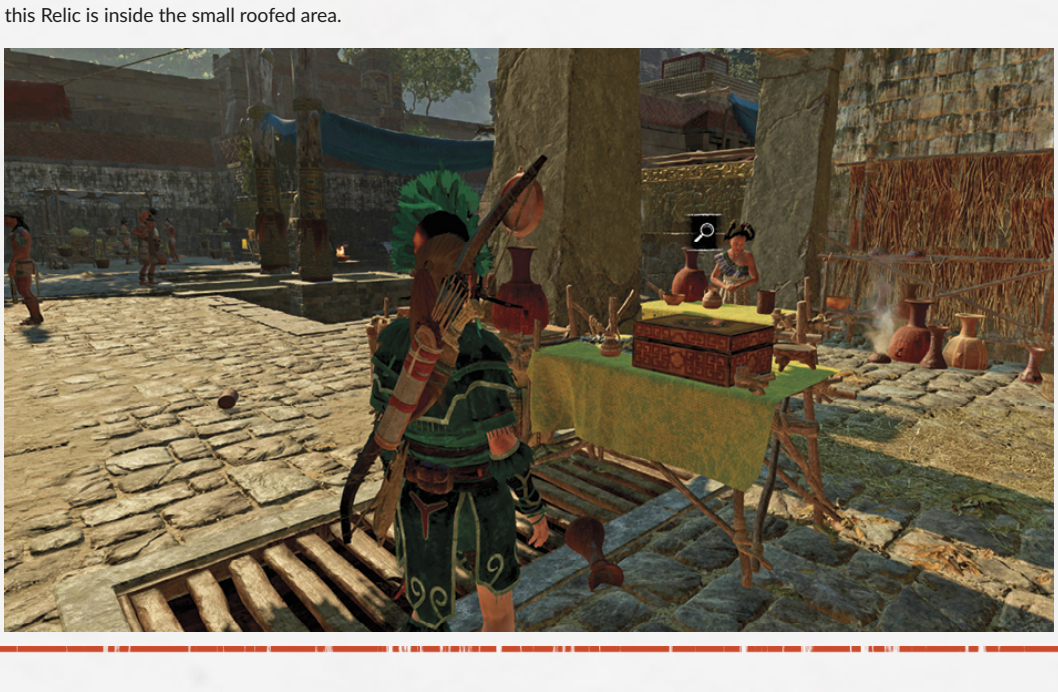


23 RELIC

WOODEN RIFLE

- **Dialect: Quechua**
- **Nearest Camp: Upper City Main Gate**

From the Base Camp, head up into the upper marketplace. When you can proceed no further above ground, turn left and this Relic is inside the small roofed area.

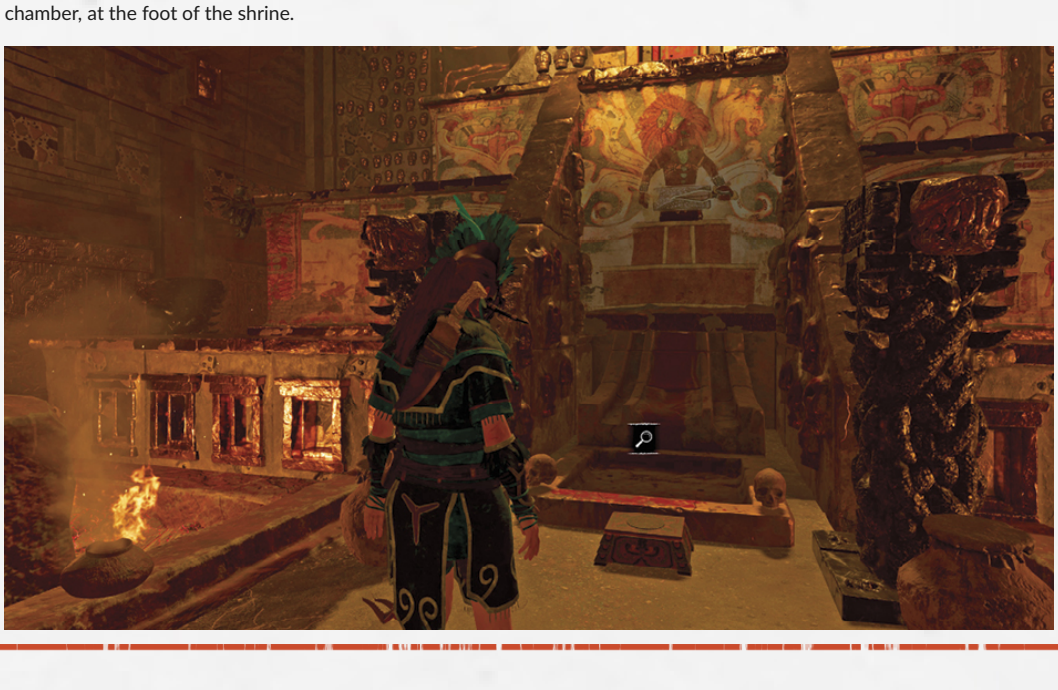


24 RELIC

BLOODLETTER

- **Dialect: Yucatec**
- **Nearest Camp: Upper City Main Gate**

From the Base Camp, head toward the market and down into the underground path where Lara witnessed Unuratu and Dominguez discussing his plans, before Unuratu is taken away to her cell. This Relic is in the middle of the massive chamber, at the foot of the shrine.

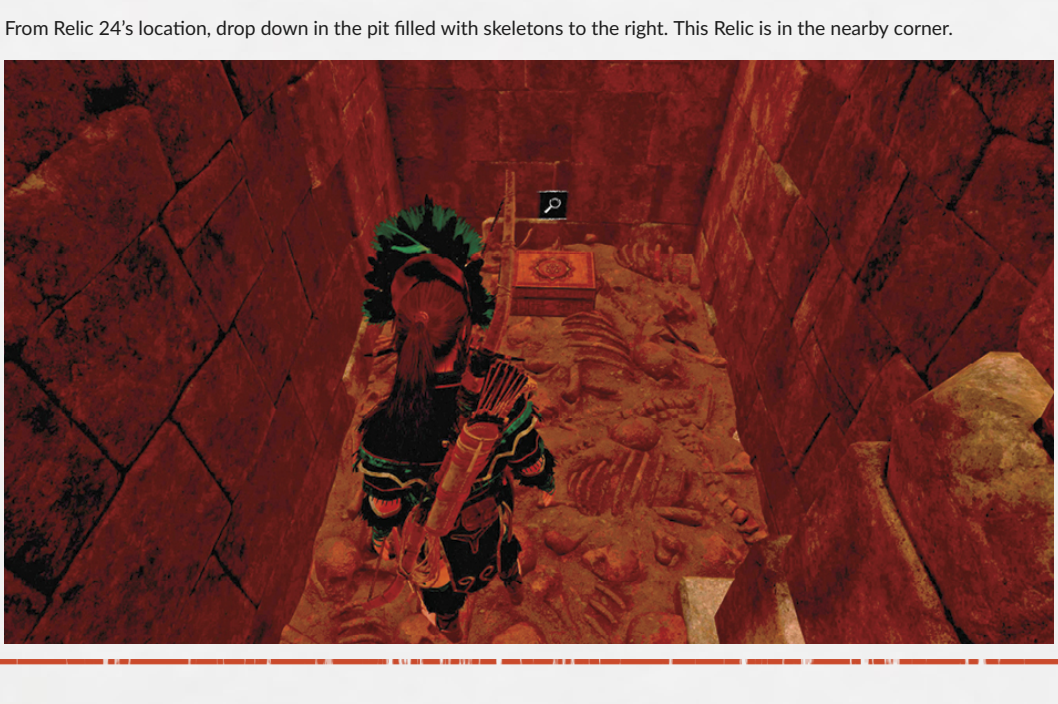


25 RELIC

MAMA QUILLA MASK

- **Dialect: Quechua**
- **Nearest Camp: Upper City Main Gate**

From Relic 24's location, drop down in the pit filled with skeletons to the right. This Relic is in the nearby corner.

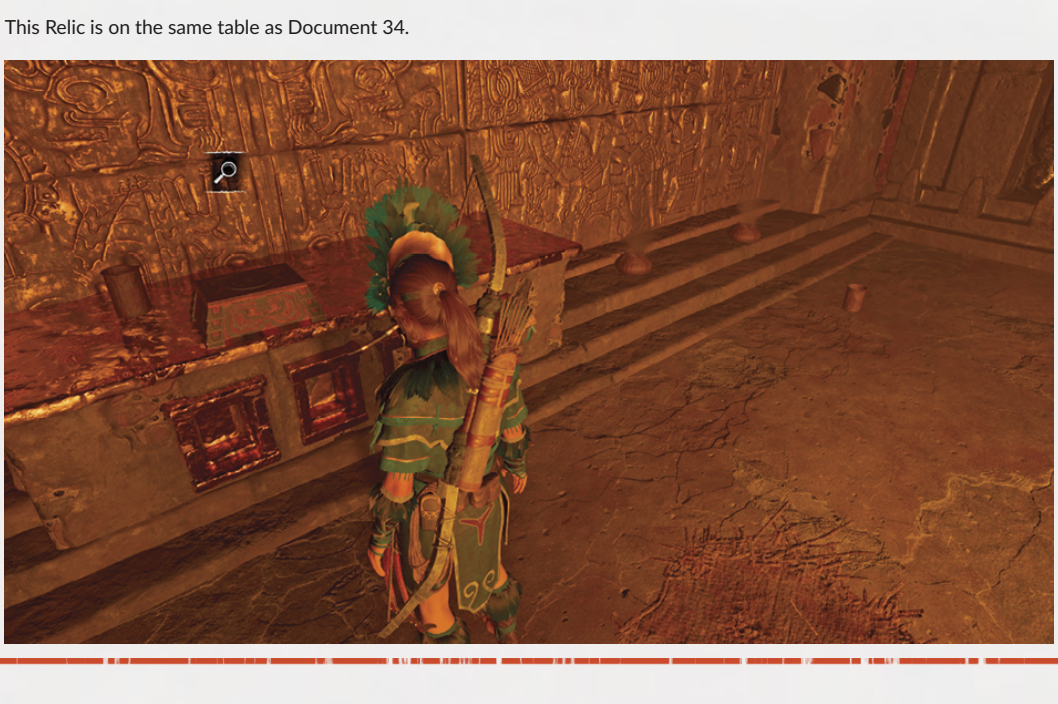


26 RELIC

MASK OF TEZCATLIPOCA

- **Dialect: Yucatec**
- **Nearest Camp: Upper City Main Gate**

This Relic is on the same table as Document 34.

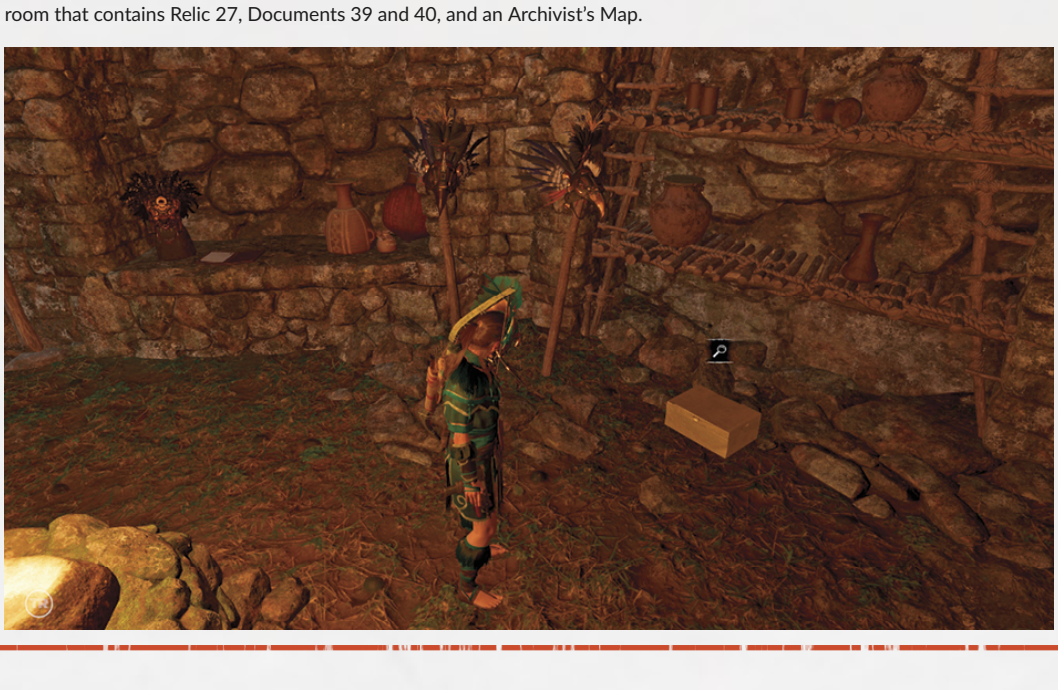


27 RELIC

MAP OF SEARCH AREAS

- **Dialect: N/A**
- **Nearest Camp: Temple of Kukulkan**

From the Base Camp, head across the first rope bridge to the center island, then across the next rope bridge and up into a room that contains Relic 27, Documents 39 and 40, and an Archivist's Map.

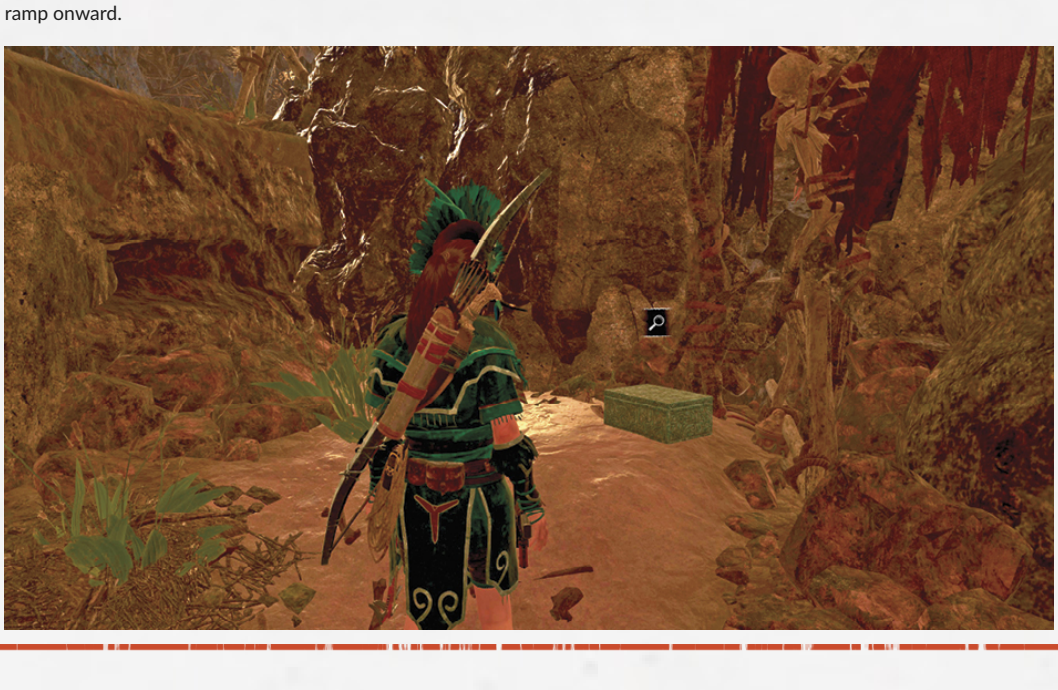


28 RELIC

PRIMITIVE DOLL

- **Dialect: MAM**
- **Nearest Camp: Temple of Kukulkan**

At the very start of the Ancient Aqueduct Tomb there is a long underwater section. This Relic can be found shortly afterward, as soon as Lara is back on land. There will be one wall to climb, and then the Relic is on the right, across from the ramp onward.



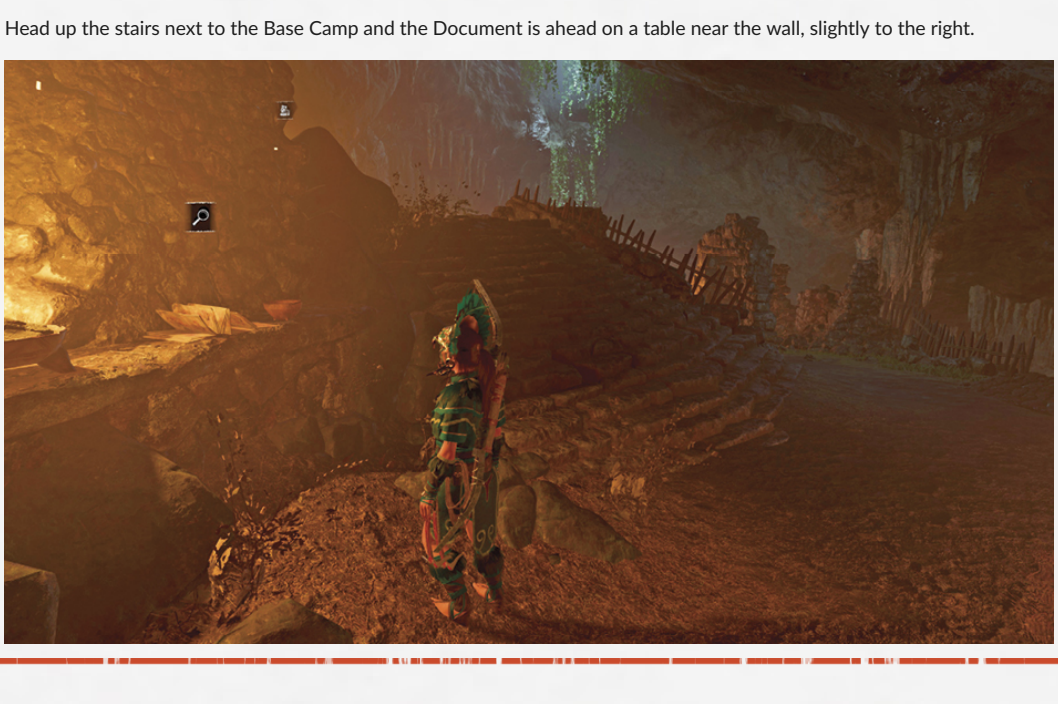
DOCUMENTS

29 DOCUMENT

RESIST!

- **Dialect: Quechua**
- **Nearest Camp: Skull Cave**

Head up the stairs next to the Base Camp and the Document is ahead on a table near the wall, slightly to the right.

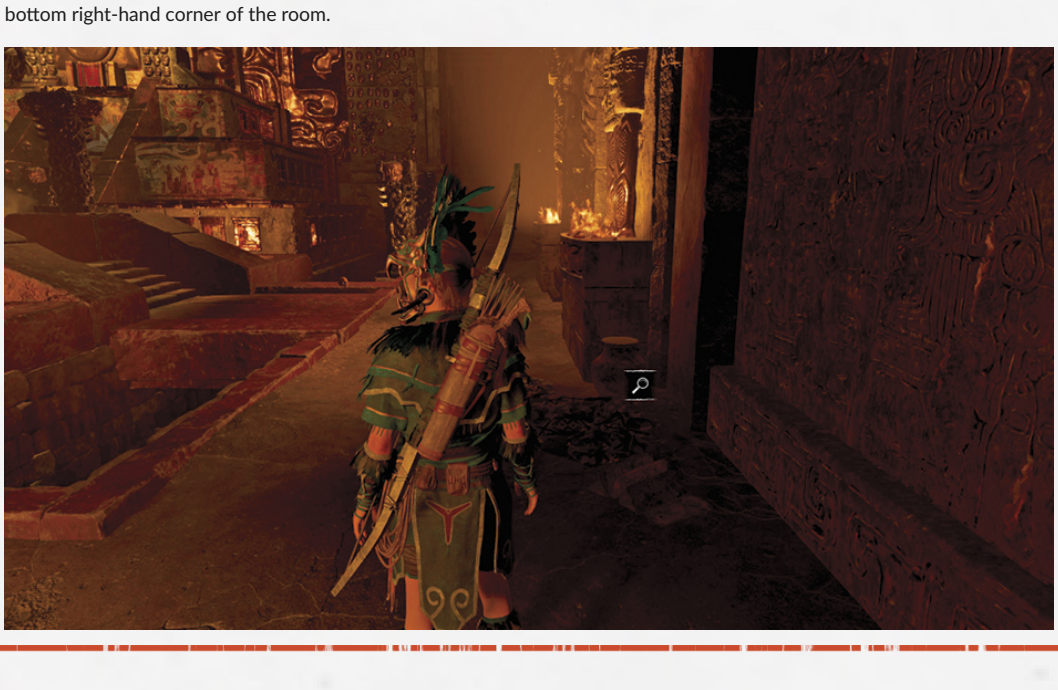


30 DOCUMENT

A KING SACRIFICED

- **Dialect: Quechua**
- **Nearest Camp: Upper City Main Gate**

In the underground area where Lara spied on the conversation between Unuratu and Dominguez. This Document is in the bottom right-hand corner of the room.

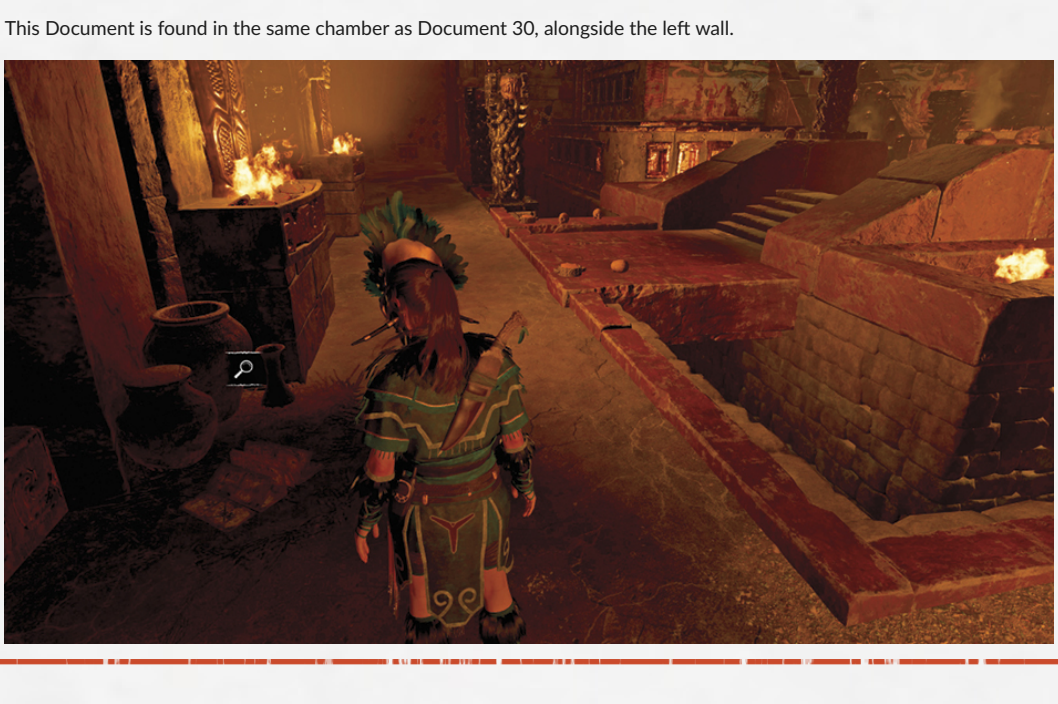


31 DOCUMENT

PRIEST OF THE SUN

- **Dialect: Yucatec**
- **Nearest Camp: Upper City Main Gate**

This Document is found in the same chamber as Document 30, alongside the left wall.

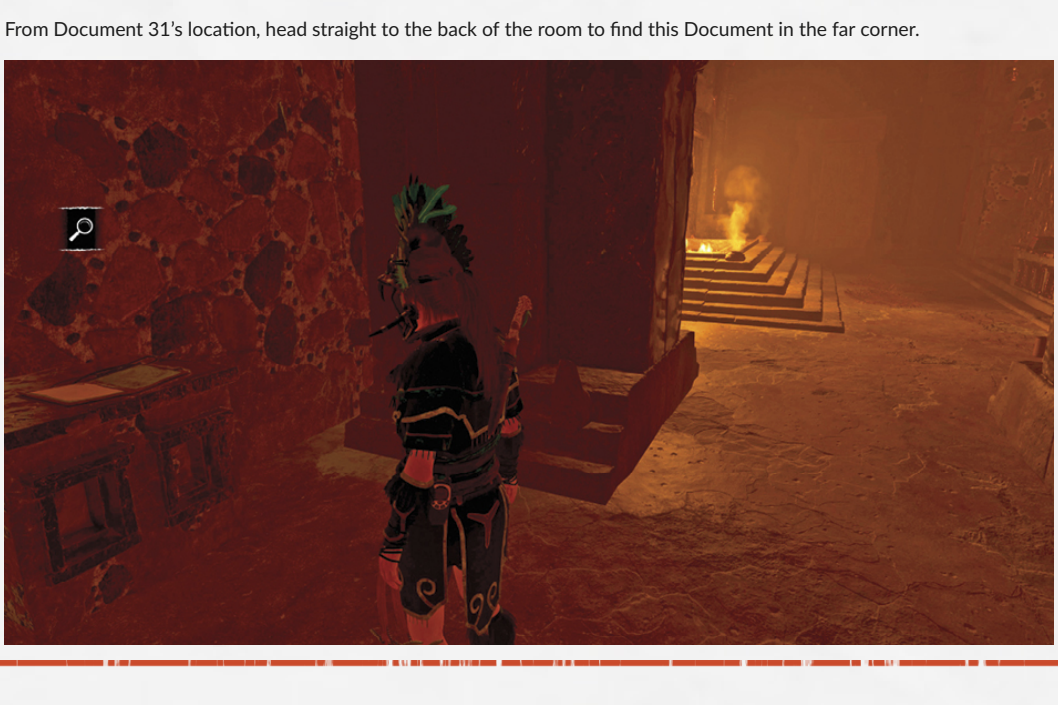


32 DOCUMENT

GUIDELINES

- **Dialect: N/A**
- **Nearest Camp: Upper City Main Gate**

From Document 31's location, head straight to the back of the room to find this Document in the far corner.

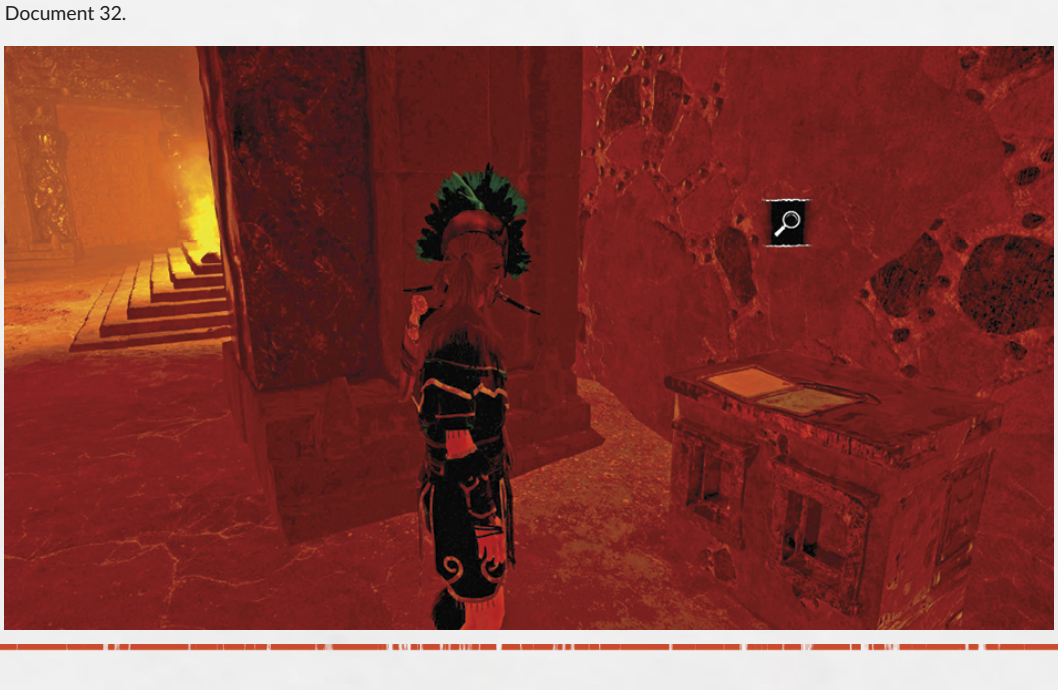


33 DOCUMENT

CONSPIRACY

- **Dialect: N/A**
- **Nearest Camp: Upper City Main Gate**

From Document 30's location, head straight to the back of the room to find this Document in the far corner, parallel to Document 32.

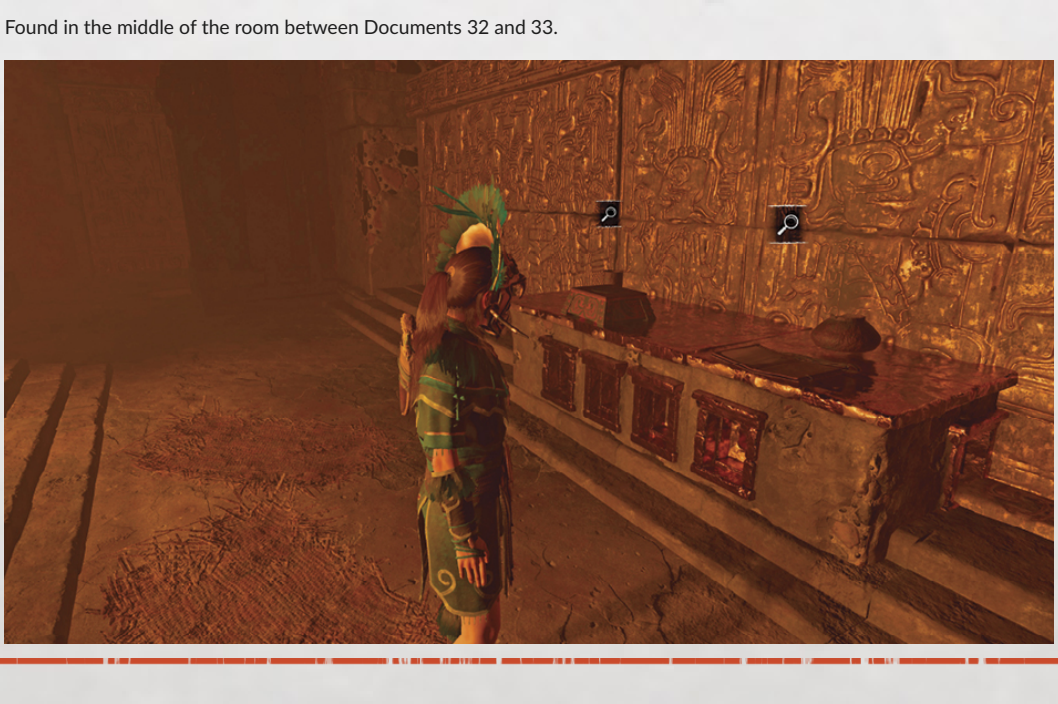


34 DOCUMENT

NO ONE IN, NO ONE OUT

- **Dialect: Yucatec**
- **Nearest Camp: Upper City Main Gate**

Found in the middle of the room between Documents 32 and 33.

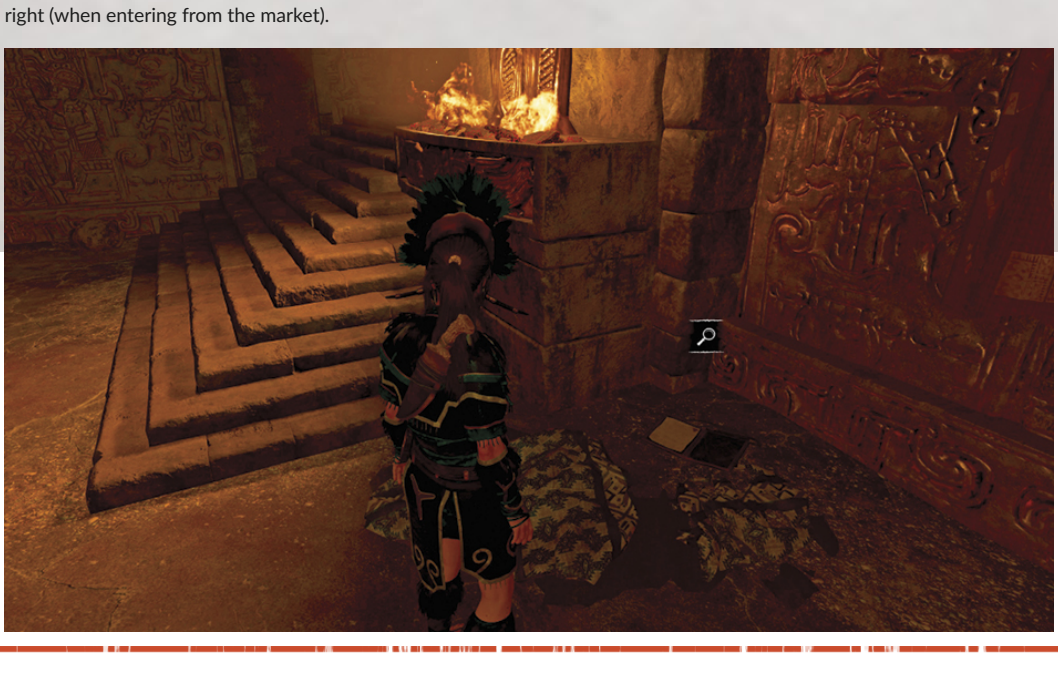


35 DOCUMENT

COMPANY TOWN

- **Dialect: N/A**
- **Nearest Camp: Upper City Main Gate**

This Document is located between Documents 30 and 31, tucked away in the corner near the bottom of the steps on the right (when entering from the market).

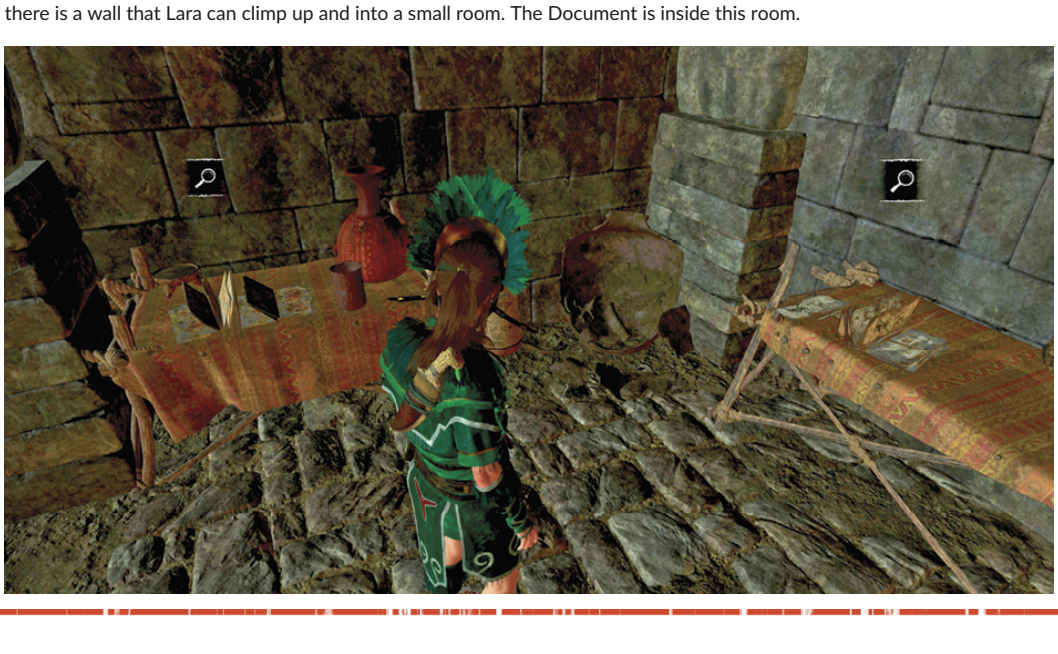


36 DOCUMENT

THE PROPHECY

- **Dialect: Quechua**
- **Nearest Camp: Upper City Main Gate**

From the Base Camp, head to the far side of the upper market. In far right corner, opposite of where Relic 22 is found, there is a wall that Lara can climp up and into a small room. The Document is inside this room.

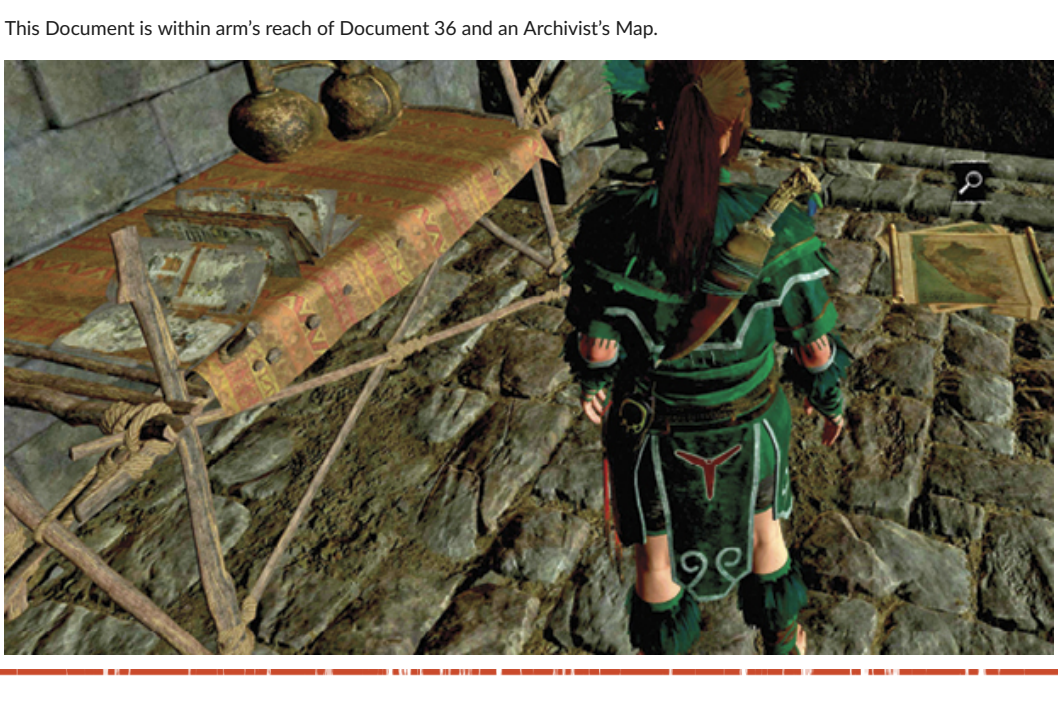


37 DOCUMENT

YAAXIL

- **Dialect: Yucatec**
- **Nearest Camp: Upper City Main Gate**

This Document is within arm's reach of Document 36 and an Archivist's Map.

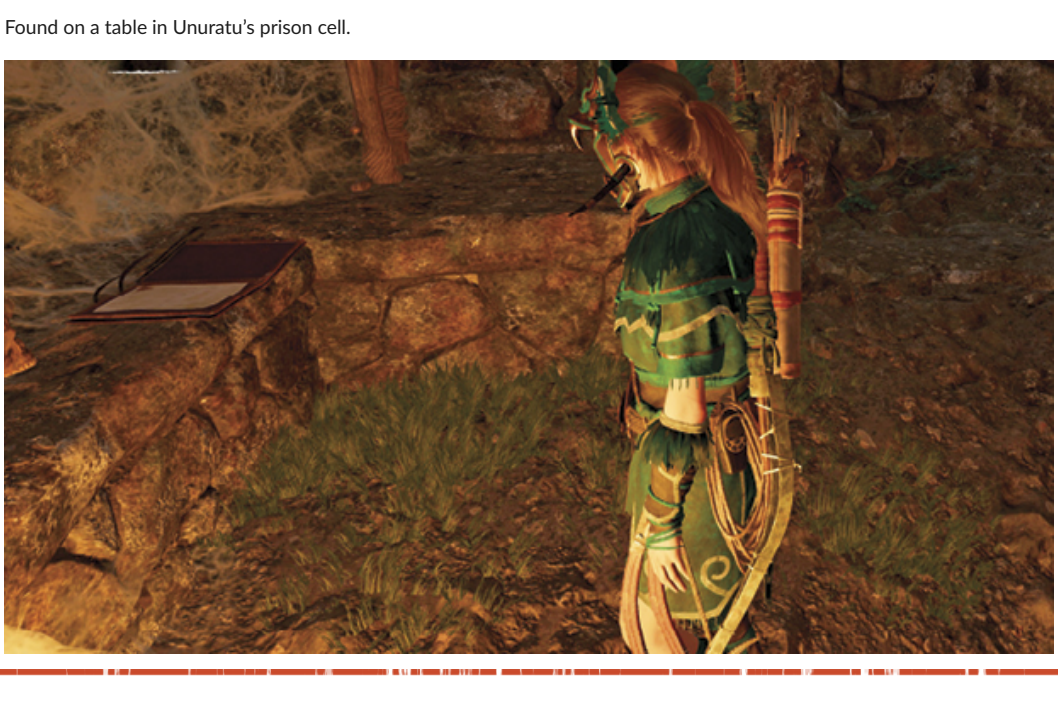


38 DOCUMENT

IN NAME ONLY

- **Dialect: N/A**
- **Nearest Camp: Temple of Kukulkan**

Found on a table in Unuratu's prison cell.

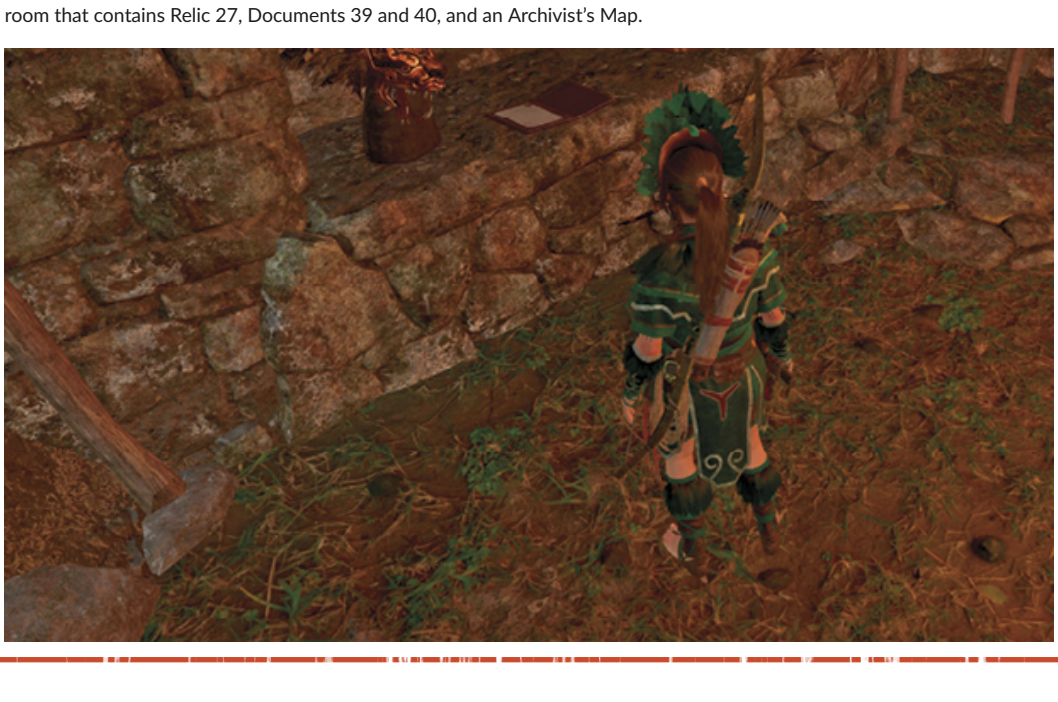


39 DOCUMENT

THE CULT'S PROMISE

- **Dialect: N/A**
- **Nearest Camp: Temple of Kukulkan**

From the Base Camp, head across the first rope bridge to the center island, then across the next rope bridge and up into a room that contains Relic 27, Documents 39 and 40, and an Archivist's Map.

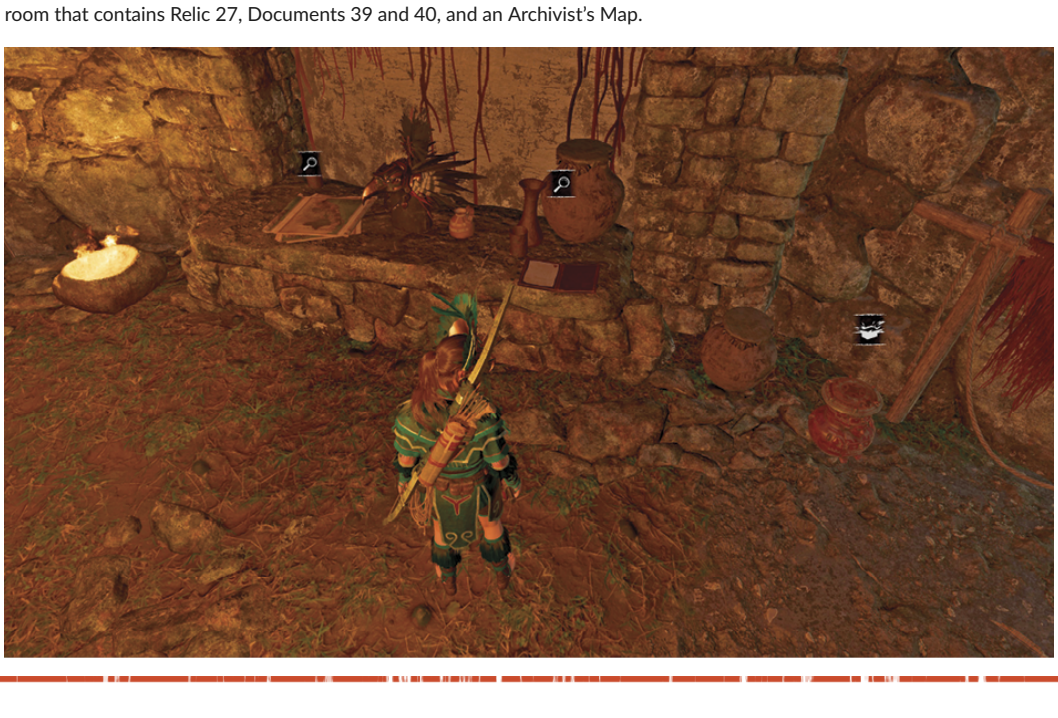


40 DOCUMENT

CULT OF KUKULKAN

- **Dialect: N/A**
- **Nearest Camp: Temple of Kukulkan**

From the Base Camp, head across the first rope bridge to the center island, then across the next rope bridge and up into a room that contains Relic 27, Documents 39 and 40, and an Archivist's Map.

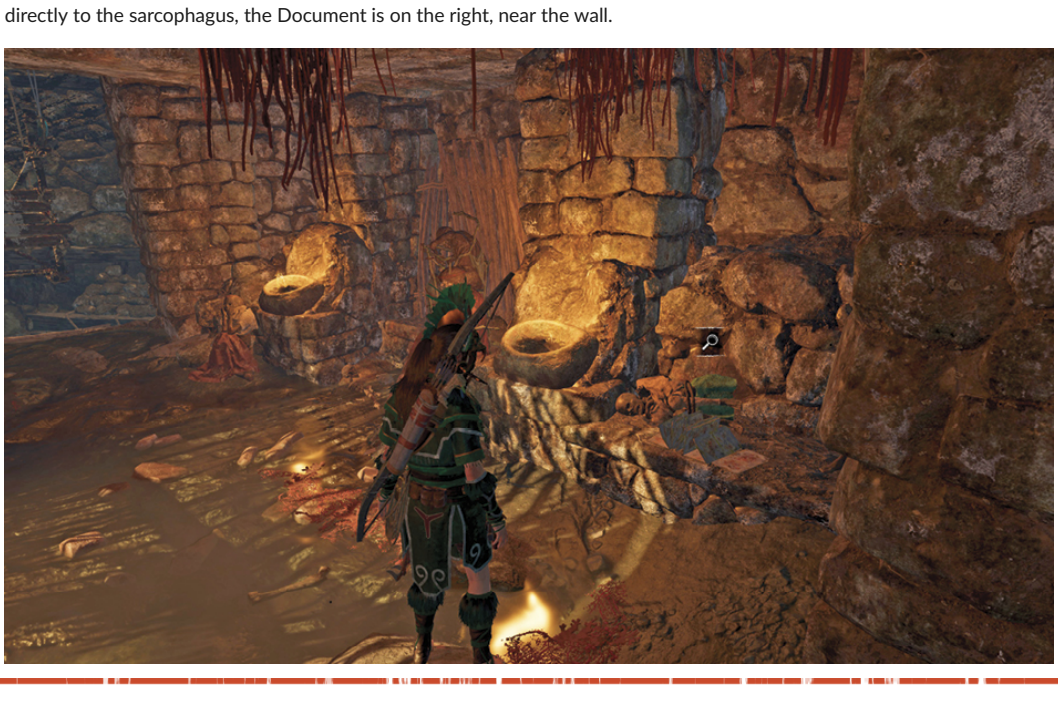


41 DOCUMENT

RECONNAISSANCE

- **Dialect: Quechua**
- **Nearest Camp: Temple of Kukulkan**

This Document is near the start of the Qispi, the Merchant Crypt. Just before jumping on the hanging platform that lowers directly to the sarcophagus, the Document is on the right, near the wall.

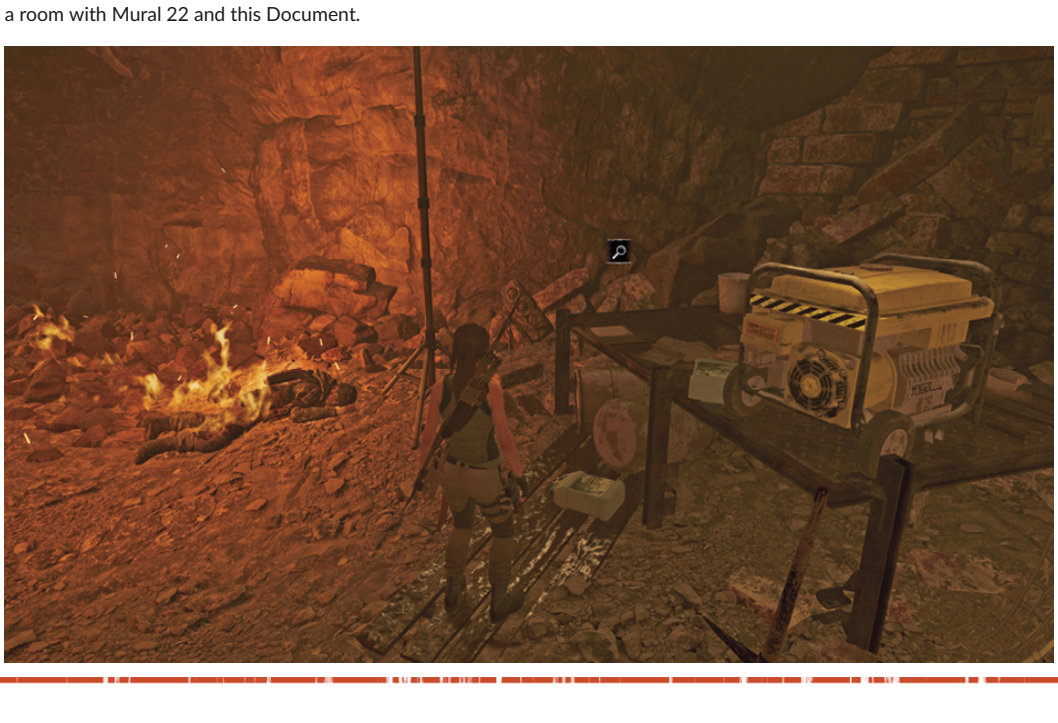


42 DOCUMENT

CRIME AND PUNISHMENT

- **Dialect: Yucatec**
- **Nearest Camp: Temple of Kukulkan**

Inside the Qispi, the Merchant Crypt, proceed past the sarcophagus. On the path out, after the series of wall traps, there is a room with Mural 22 and this Document.



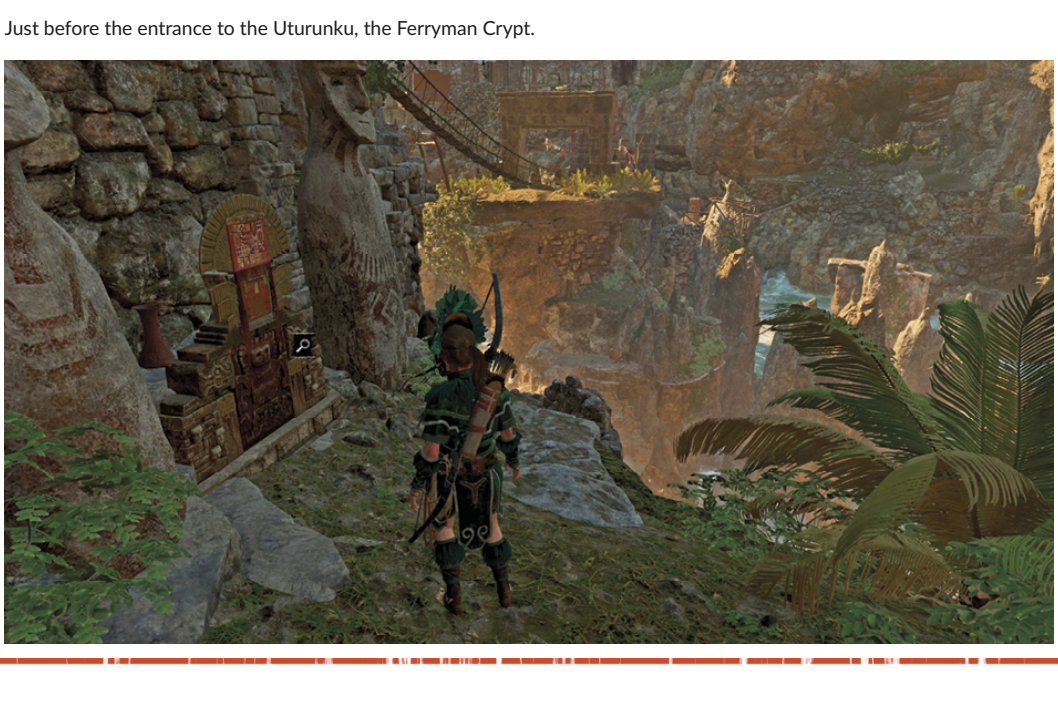
MURALS

20 MURAL

UTURUNKU, THE FERRYMAN

- **Dialect: Quechua**
- **Nearest Camp: Temple of Kukulkan**

Just before the entrance to the Uturunku, the Ferryman Crypt.

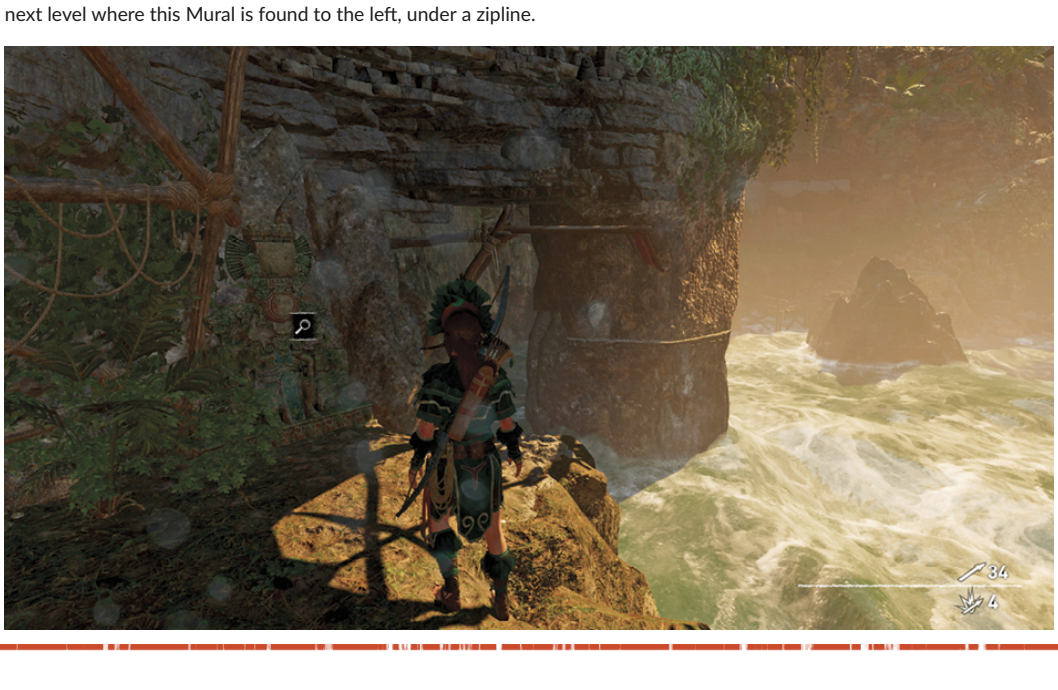


21 MURAL

THE WINDED SERPENT

- **Dialect: Yucatec**
- **Nearest Camp: Temple of Kukulkan**

From the entrance to the Uturunku, the Ferryman Crypt, follow the path around to the left, past Mural 20 and down to the next level where this Mural is found to the left, under a zipline.

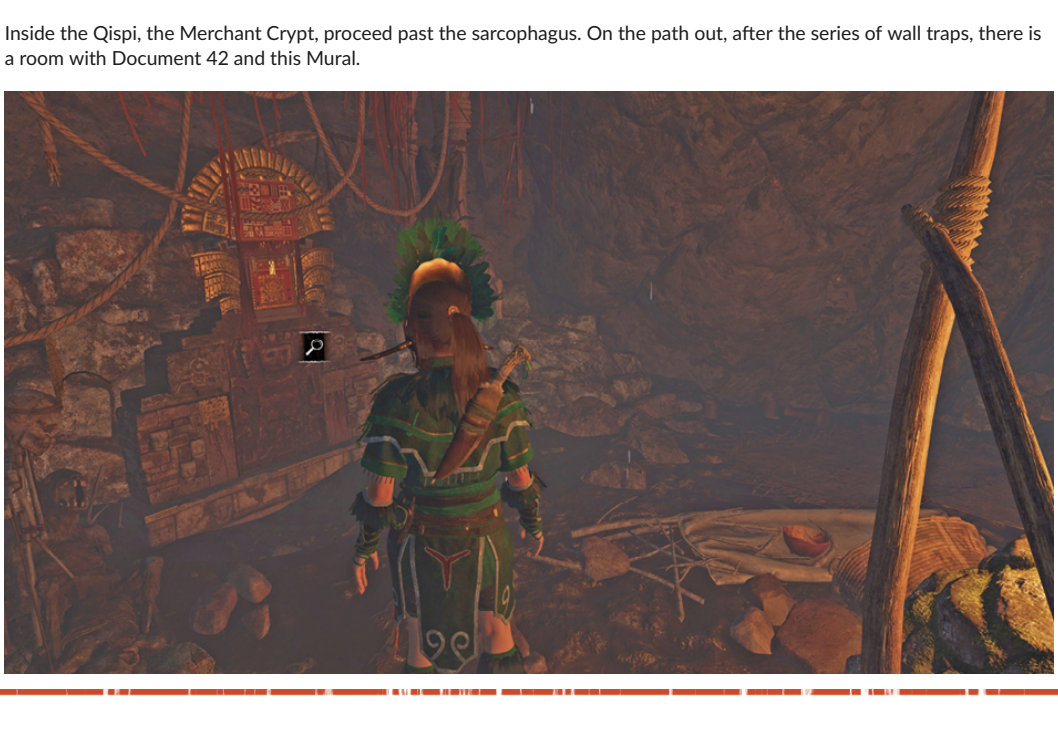


22 MURAL

QISPI, THE MERCHANT

- **Dialect: Quechua**
- **Nearest Camp: Temple of Kukulkan**

Inside the Qispi, the Merchant Crypt, proceed past the sarcophagus. On the path out, after the series of wall traps, there is a room with Document 42 and this Mural.

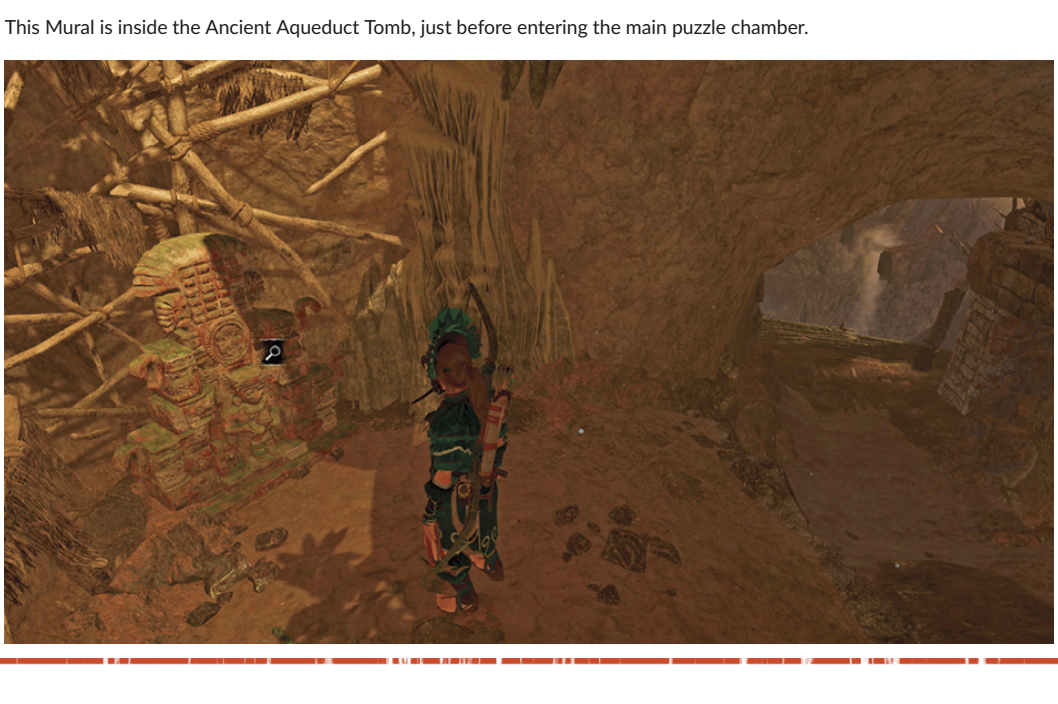


23 MURAL

ANCIENT AQUEDUCT

- **Dialect: MAM**
- **Nearest Camp: Subterranean River**

This Mural is inside the Ancient Aqueduct Tomb, just before entering the main puzzle chamber.



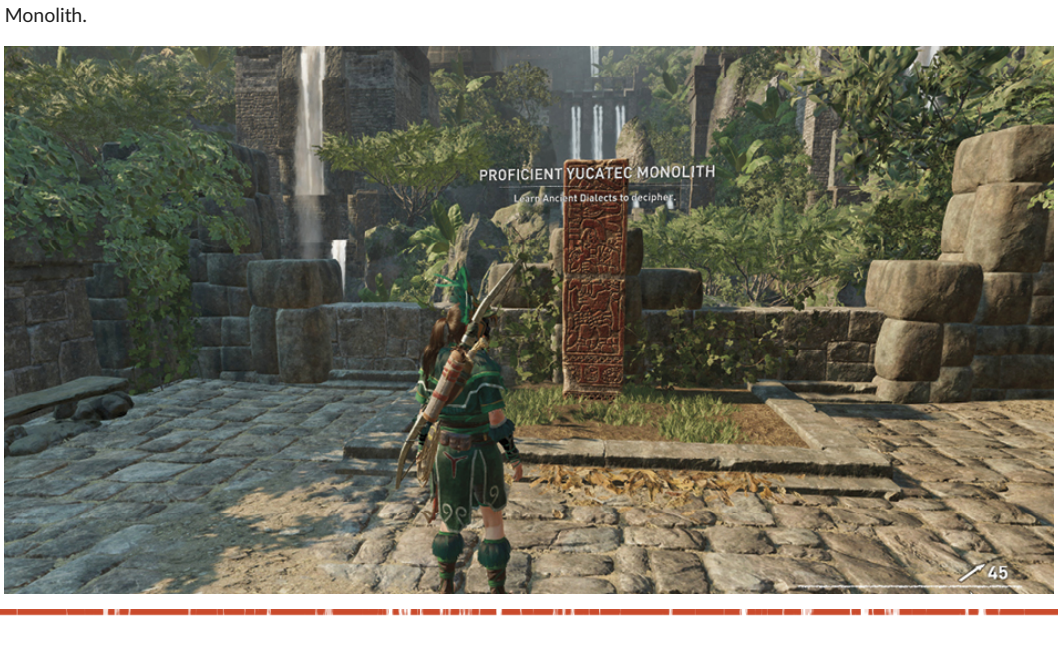
MONOLITHS

06 MONOLITH

MONOLITH 06

- **Dialect: Yucatec (Proficient)**
- **Nearest Camp: Upper City Main Gate**

From the Base Camp, head straight down the steps all the way to the back (away from the upper market) to find this Monolith.

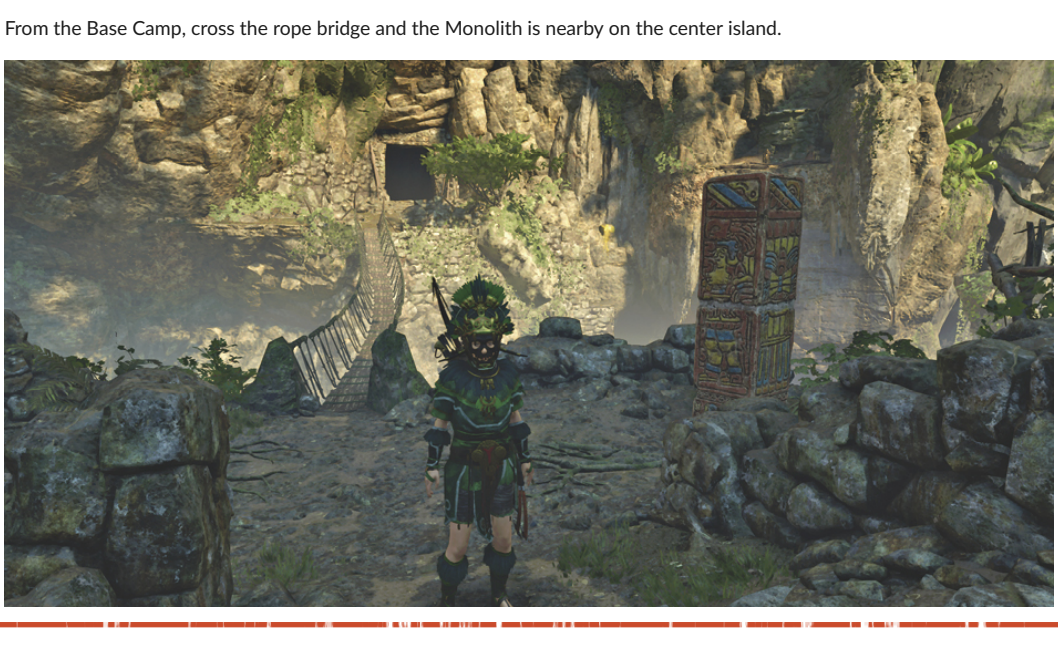


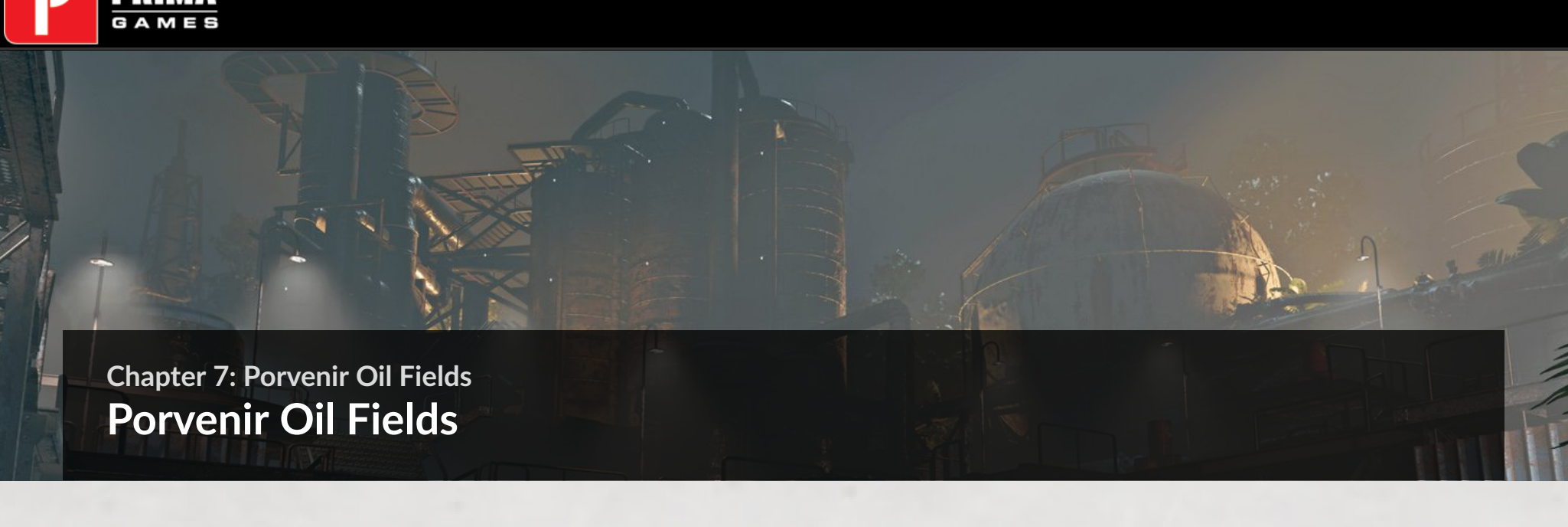
07 MONOLITH

MONOLITH 07

- **Dialect: Yucatec (Fluent)**
- **Nearest Camp: Temple of Kukulkan**

From the Base Camp, cross the rope bridge and the Monolith is nearby on the center island.



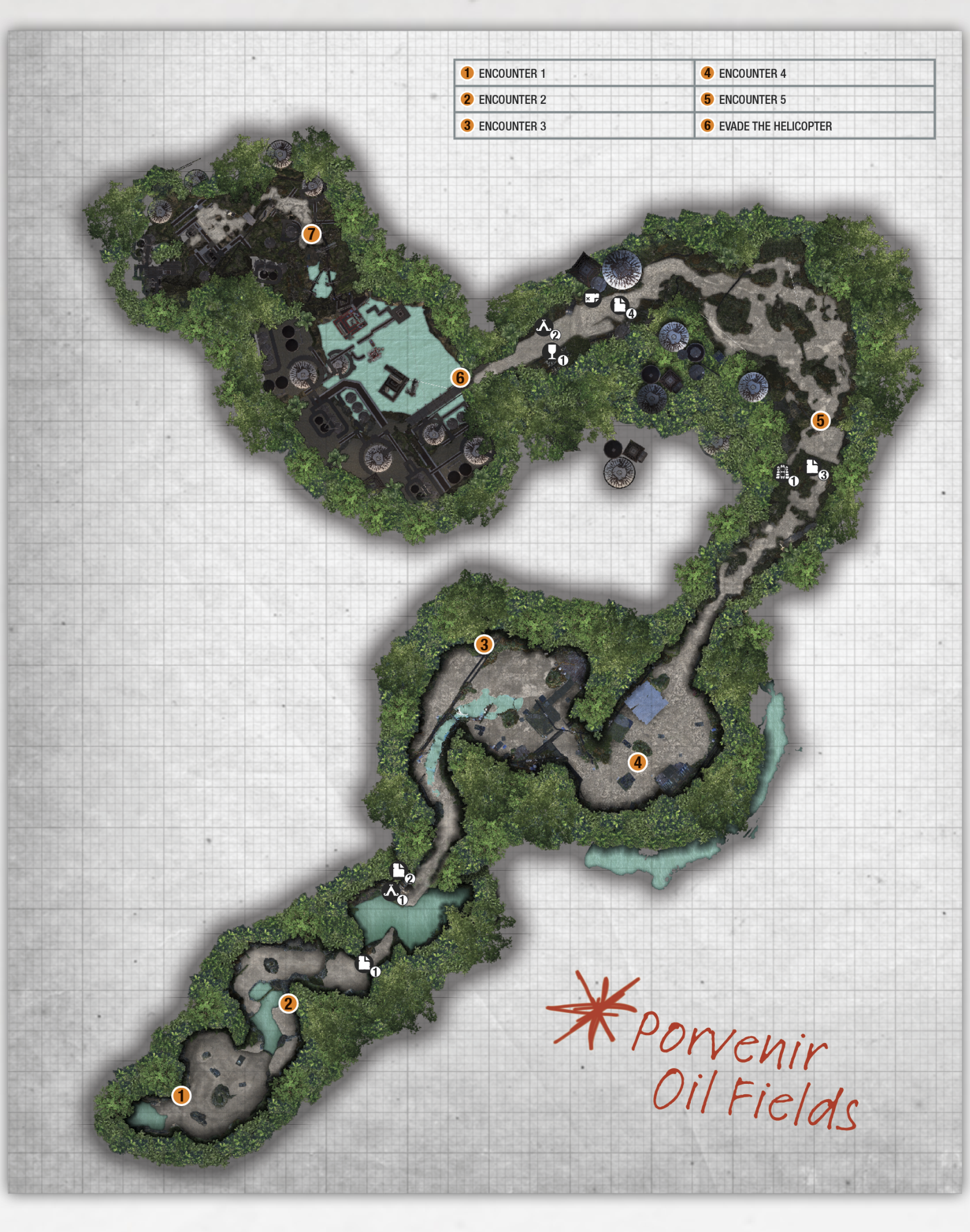


Chapter 7: Porvenir Oil Fields

Porvenir Oil Fields

CHAPTER: 07

LOCATION: PORVENIR OIL FIELDS, PERU



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission Giver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
2	0	0	0	0	0	1	4	1	o	0

MAIN STORY OBJECTIVES

- Find Jonah

DOWNPOUR — FIND JONAH

The path ahead leads Lara through several groups of Trinity soldiers, as she searches for Jonah. Limited to the climbing axes and knife, you must scope out each encounter thoroughly before taking on the enemy. There's usually a way to defeat everyone with stealth kills. Start by covering up with mud at the mud patch and scrambling to the right into the bush.

ENCOUNTER 1

Four guys patrol the first area (1); two move around while the other two stand on the far side. Use the concealment bushes and mud-covered walls to eliminate the movers, out of sight from the last pair. Maneuver around to the crates on the right and pick up a mason jar. Separate the last two by tossing the object into the nearby bush. Or craft a smoke bomb, fling it between them, and quickly move in for easy kills. You can also use a smoke bomb on the final three soldiers if you time it well.

ENCOUNTER 2

Climb up the rocky ledge, cross the log to the right, and take out the lone enemy (2) below. Swim across the water and take cover in the bush, or climb the tree. Wait for one of the soldiers ahead to move your way. Stealth-kill him from the bush, or use the death from above leaping takedown. If his partner hasn't moved, quickly eliminate him too. If he joins the fourth foe ahead, pick up one of the bottles off the rock ahead and toss it into the bush on the left. Kill the isolated enemy before finishing off the remaining foe.

MOVE DEEPER INLAND

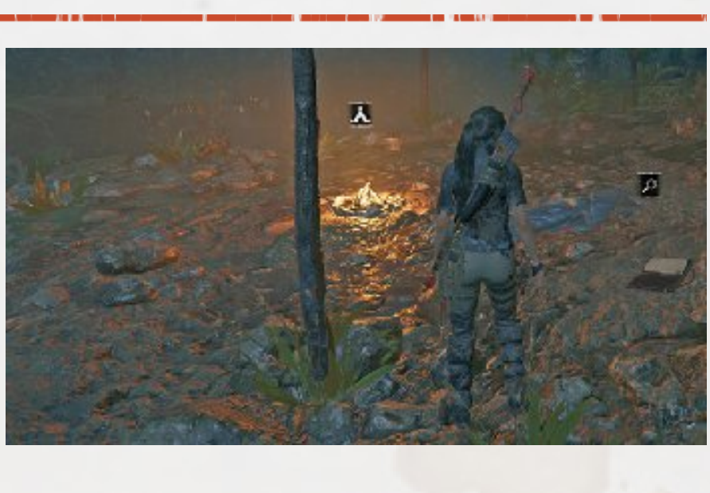
Climb up next to the waterfall and follow the objective markers to a cliff edge. Leap forward and throw the Grapple Axe to catch the next ledge. Climb the craggy surface and enter the overhang. Move up and right until you're able to pull yourself up to a plateau. Rest and upgrade at the Beach Base Camp. Scan available Skills and outfits. The start of this region is best tackled with stealth, but melee combat may also be necessary. Equip accordingly. Continue along the path and wade through the water until you reach the next encounter.

01 DOCUMENT

NOT YET?

- **Dialect: N/A**
- **Nearest Camp: The Beach**

Found in the Beach Base Camp.

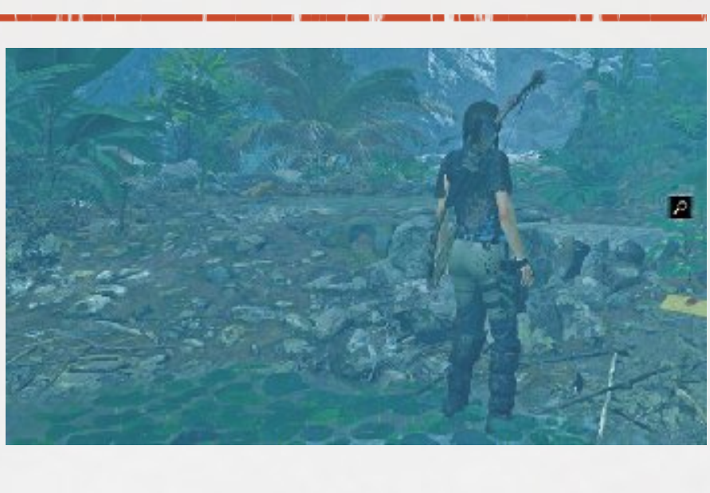


02 DOCUMENT

JOURNAL OF T. SERRANO 9

- **Dialect: N/A**
- **Nearest Camp: The Beach**

Found just before the rope line leading up to the Beach Base Camp.



ENCOUNTER 3

Two soldiers in the area are equipped with thermal goggles, which allow them to detect Lara through vegetation, but not through walls. If possible, make them your first targets. At the least, don't allow them to scan a bush or any vegetation you're hiding in.

Scramble to the left bush (3) as the guy investigates and take him down as the other two look away. Two men stand guard near the exit, while another soldier works on the generator to the right. The other two move around, including the second foe with thermal goggles. The plateau in the middle provides a great vantage point for scouting the athink of it rea. The two shelter roofs are also accessible from this point.

Use the vegetation to hide your movements, and attempt to pull enemies into the outside paths to avoid detection. Bottles and jars are found on the crates. Use these as distraction or craft explosives for easier kills. These can also be used to make a getaway. Remember, the thermal goggles should be your priority. Always keep a wall between you and him until you are able to take him down. If only the final pair remain, toss a smoke bomb in between them and quickly dispose of them.

ENCOUNTER 4

Squeeze through the gate to find another group of enemies (4) with two more thermal-goggle soldiers. Use the mud patch at the start and duck into the bushes. When you're covered in mud, the effects of an enemy's thermal vision are negated, allowing you to hide in vegetation. Wait for the right enemy to move away before quickly taking down the first thermal-goggle soldier. If you're quick, you can scramble toward the second enemy and knife him from the next bush. Be careful—if you wait too long, the next group may spot the kill.

A generator sits next to the ruins on the left. If you interact with it, a nearby enemy investigates. This provides a great opportunity for an isolated stealth kill. A soldier tends to hang out under the shelter on the left, and can be taken out from the mud-covered wall. Another guy may be working on the computer under the right shack, and can also be eliminated from a mud-covered wall.

From the laptop, continue up the path to another mud-covered wall. Wait for the thermal-goggle soldier to move away, and perform a stealth kill on the remaining soldier. When the other guy returns, deposit him next to the wall along with his buddy. Two enemies remain in the area. Scramble up to the crates on the right and pick up a bottle. Use it to separate them, then eliminate them while they're isolated.

JAGUAR'S FEAR

Climb the rock walls and follow the checkpoints along the trail. Leap to the craggy wall and rappel down to the ground. Collect the bow and learn a recipe for crafting fear arrows (Skill: Jaguar's Fear). These arrows are crafted with silent arrows, cloth, and dart poison.

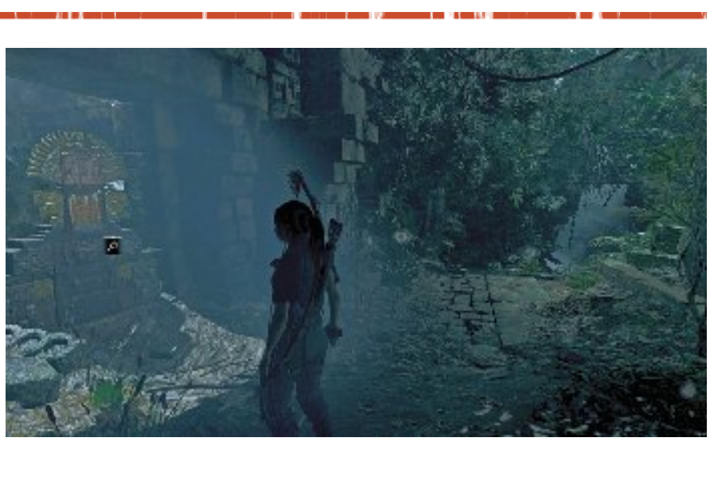
An enemy hit with the arrow randomly fires his weapon, often taking out nearby foes. After discharging his weapon, the affected enemy always dies. It's often best to target an enemy with an assault rifle, since they have a better chance of hitting nearby foes. This random weapon fire may kill an enemy one time, while missing everyone after you restart the checkpoint. Think of it as a bonus instead of relying on a kill.

01 MURAL

MAMA ZARA

- **Dialect: Quechua**
- **Nearest Camp: Destroyed Bridge**

After the fight with the thermal goggle-equipped Trinity soldiers, Lara lowers herself into a cave with a large shrine. The Mural is behind the shrine, before continuing on the main path.

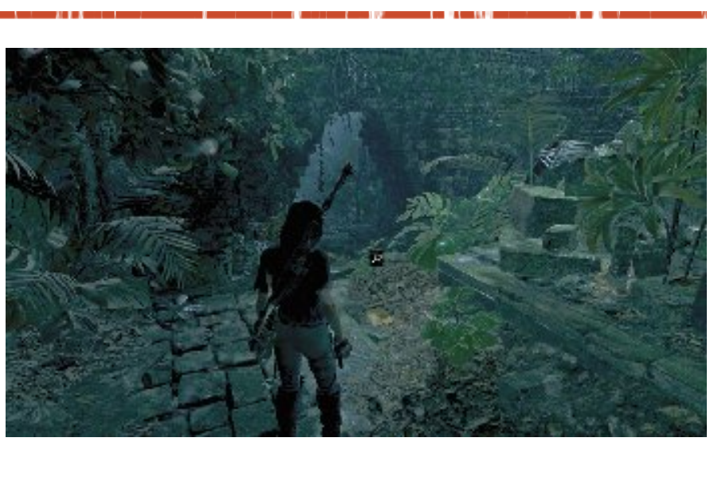


03 DOCUMENT

THE TRUTH

- **Dialect: N/A**
- **Nearest Camp: Destroyed Bridge**

A few steps from the Mural in the same area.



ENCOUNTER 5

Scramble up the tree (5) to a branch that overlooks a trio of enemies. Hit the middle guy with a fear arrow. He always kills the left soldier, with a possibility of also killing the right. If one guy survives, drop on him or string him up when he gets within range.

Climb the next tree and jump over to the plateau. This is a great place to scout the nearby area or flee from trouble; the opposition doesn't climb, but they shoot if they spot you up high. In the immediate area, one soldier carries a pistol and the other has a shotgun. A third guy is equipped with a shotgun and thermal goggles, and patrols around the ruins ahead; he should be your first target.

A second trio of soldiers are grouped together up the right steps, and another three guard the exit on the far side of the area. It's best to stealthily take down the guys from cover. A mud patch is available on the other side of the plateau for improved camouflage.

Bottles, cans, and mason jars are available for distraction or concocting explosive devices. You have one fear arrow left, which can be used on the thermal-goggle soldier. He may or may not take anyone else out. Be careful when fighting within earshot or in line of sight of the other groups. Attract too much attention with noise or hang a body within sight, and they investigate.

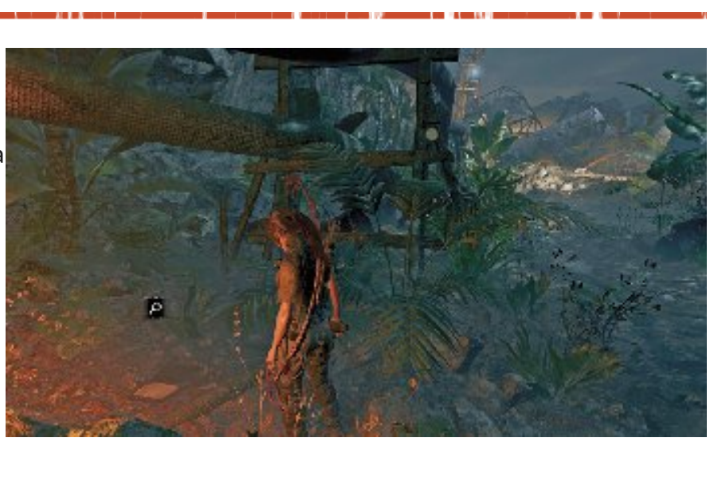
After you take out the soldier with the thermal goggles, it's possible to slip out of the area with minimal fighting. Collect a mason jar off the crates on the left and slip into the concealment bushes past the generator. Follow the left trail, while creating a smoke bomb. At the exit, heave the bomb into the final group of soldiers and quickly take them down. If no one remains, you should be able to quickly slip through the exit without dealing with the others. Note that if you're engaged with an enemy, you cannot exit the area. With the enemy's ability to locate you more quickly, this strategy is tougher to pull off on higher difficulties. If you have the fat to spare, use all of the mason jars to take out each group.

04 DOCUMENT

A LOST WORLD

- **Dialect: N/A**
- **Nearest Camp: Destroyed Bridge**

Just before reaching the Base Camp, in the bushes next to a flaming pipe.

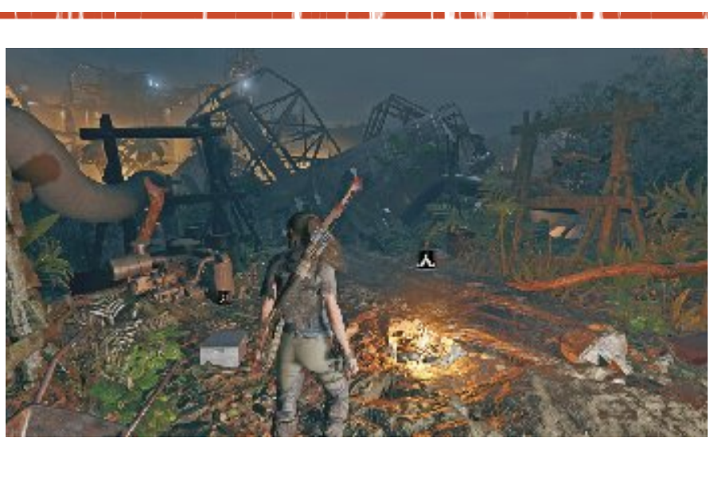


01 RELIC

HARDHAT

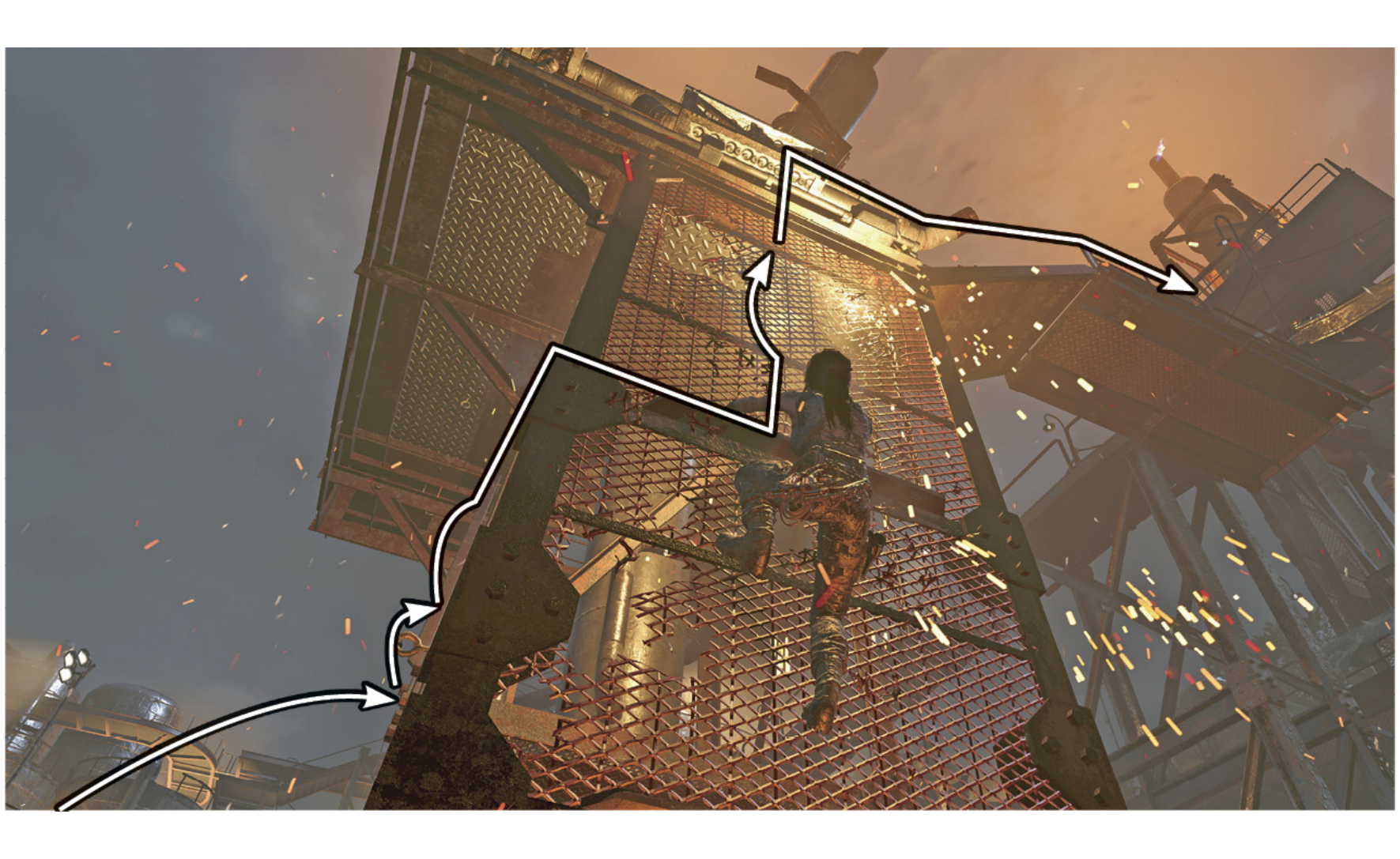
- **Dialect: N/A**
- **Nearest Camp: Destroyed Bridge**

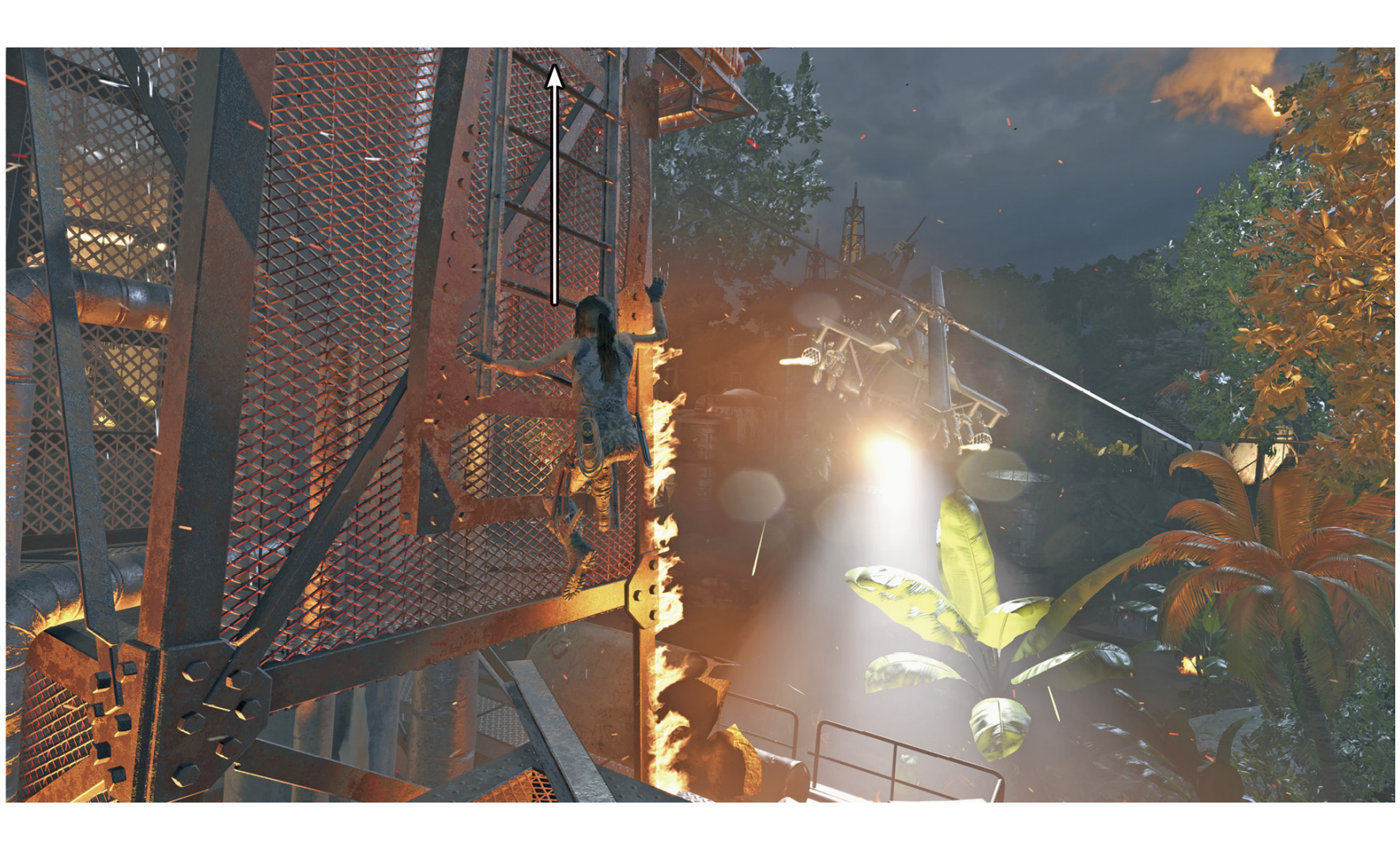
Within arm's length of the campfire.



EVADE THE HELICOPTER

The trail now shows signs of the oil refinery. Search for collectibles as you make your way to the bridge, where Lara slides down a rope to a lower walkway. At this point, your objective is to evade the helicopter as it sprays bullets along your path. A tank and several Trinity soldiers join in on the mayhem. Stay on the move, sprinting whenever possible and rapidly transferring from one obstacle to the next. Stop for a moment, and you risk getting taken out.



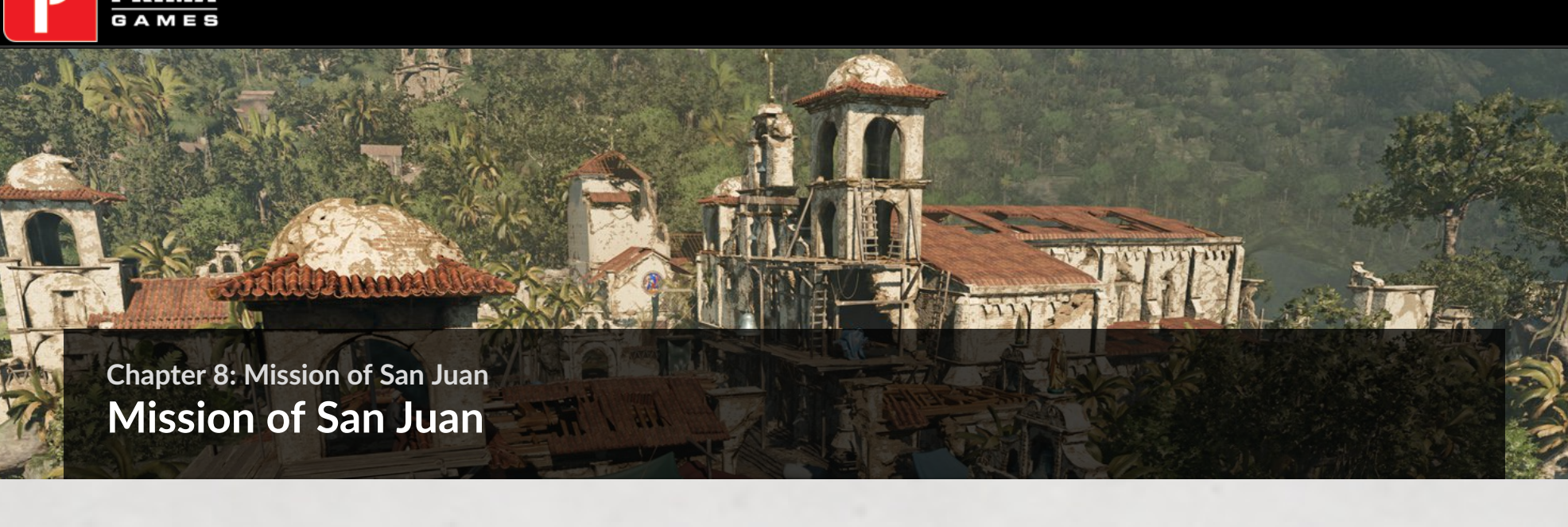


- Leap off the end of the walkway and throw the Grapple Axe to grab on to the ledge.
- Scale and scramble up the tower, then jump and shimmy to the right along the pipe. On the backside, climb up to the next walkway.
- Quickly tightrope along the railing and leap to the destroyed walkway, which flings Lara to another tower. Be sure to grab on before falling to your doom.
- Shimmy and jump to the right, then climb up the wall. Immediately jump onto the ladder, then shimmy right along the metal beam. After the corner, leap up to the railing to complete the climb.

DEFEAT TRINITY — THE FINAL ENCOUNTER

When you regain control, Lara has an assault rifle in an all-out shootout with Trinity soldiers (7). From now until the end of this mission, look out for explosive barrels and tanks. Hit them to take out nearby foes for a simpler fight. As you clear out the enemy, push forward to the next cover.

Advance to the tank and peek around to the left before following the trail deeper into the refinery. Be sure to pick up ammo along the way. The fight really gets serious in the final area as the helicopter joins in. Take cover whenever possible, and continue to search for explosives as you mow down the opposition. Eventually, the chopper goes down—this completes the objective.

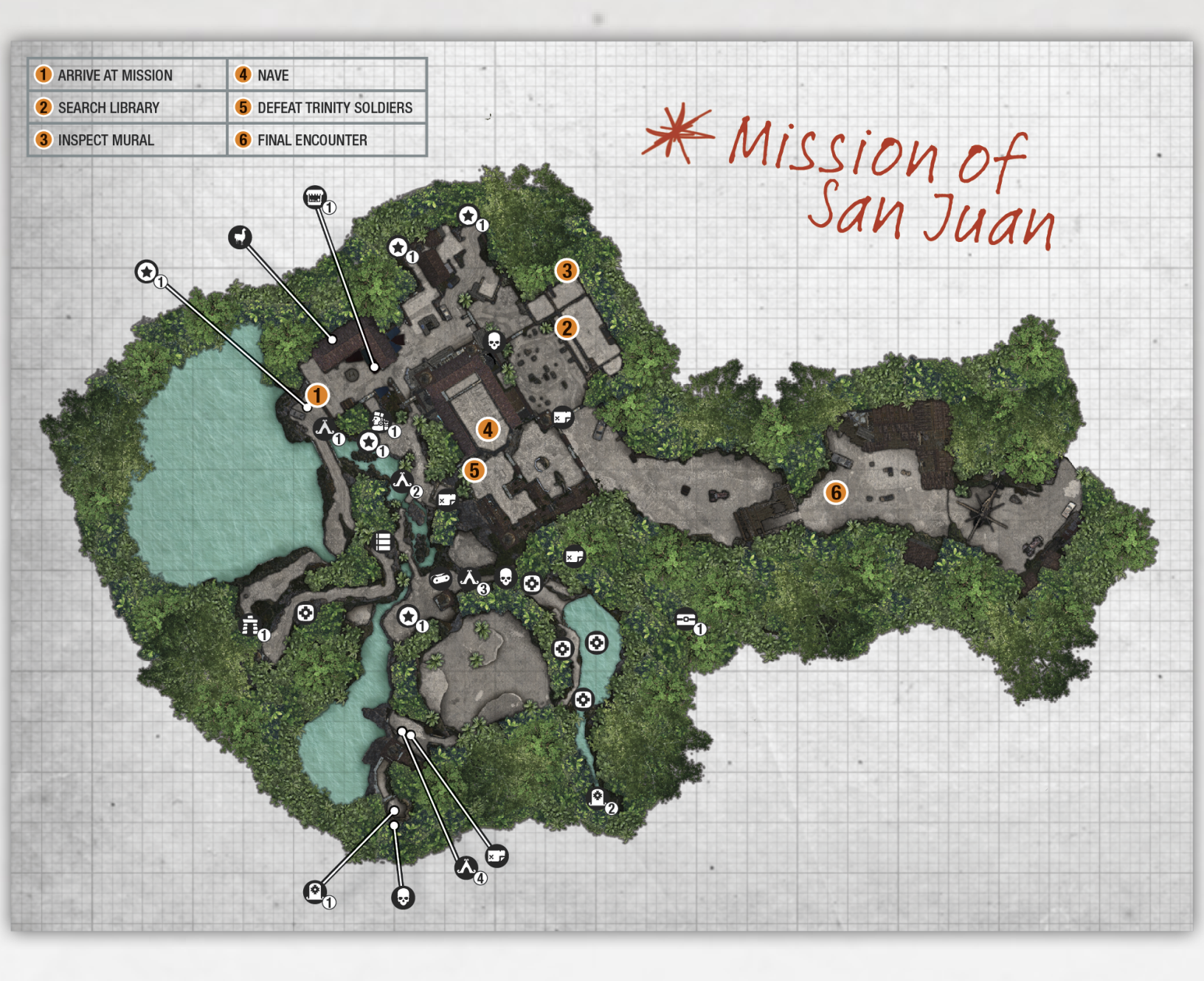


Chapter 8: Mission of San Juan

Mission of San Juan

CHAPTER: 08

LOCATION: MISSION OF SAN JUAN, PERU



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission Glver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
4	2	1	1	1	1	9	27	4	8	1

MAIN STORY OBJECTIVES

- Find the Silver Box of Ix Chel
- Defeat Trinity Soldiers

SIDE MISSIONS

1. How Sweet the Sound

CHALLENGES

1. Raise the Flags: Cut five pulleys.

CHALLENGE TOMBS (SKILL)

1. Tree of Life (Kinich Ahau's Boon)
2. Thirsty Gods (Sip's Strike)

CRYPTS (TREASURE)

1. Huascar, the Syncretist (Vestige: Kantu's Gilded Corset)

MERCHANT 1

Item	Type of Item	Cost (Gold)
WHWS-16	Shotgun	5800
TAEV 16	Shotgun	5700
WASP 11	Rifle	5900
Rifle Suppressor	Rifle Attachment (WASP 11)	3400
Shotgun Spreader Choke	Shotgun Attachment (All Shotguns)	3300
Large Pistol Ammo Pouch (Requires Crow's Hoard skill)	Ammo Pouch	3800
Large Rifle Ammo Pouch (Requires Crow's Hoard skill)	Ammo Pouch	3100
Shell Holder	Ammo Pouch	2900
Large Shell Holder (Requires Crow's Hoard skill)	Ammo Pouch	3600
Arrows	Ammo	60
Handgun Bullets	Ammo	60
Machinegun Rounds	Ammo	15
Shotgun Shells	Ammo	100
Concussive Shell	Special Handgun Ammo	540
Lure Arrow	Special Bow Ammo	1200
Salvage	Resource	120
Black Powder	Resource	150

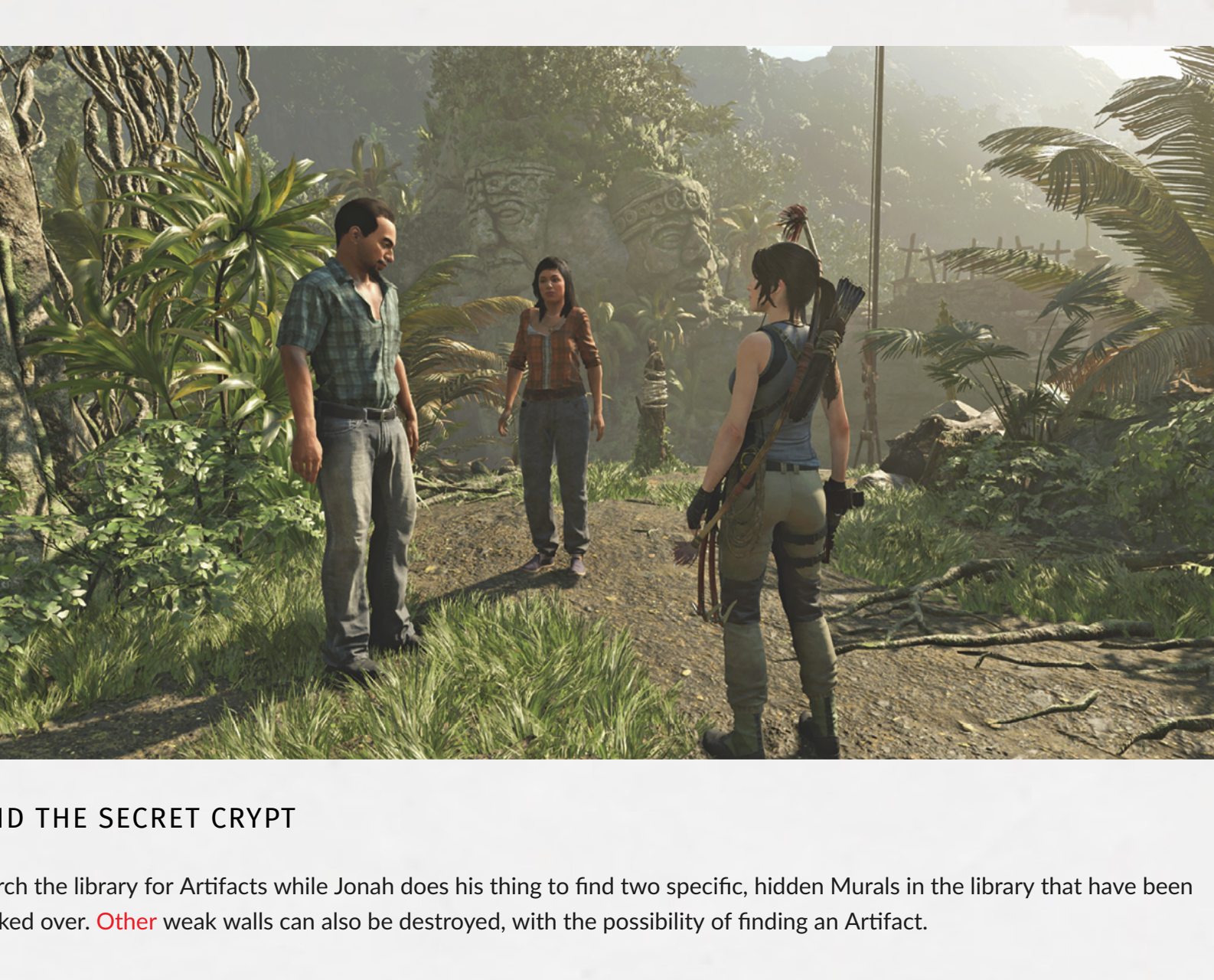
SPECIAL MERCHANT 2 (MUST COMPLETE "SKILL OF THE PLAYER" SIDE MISSION IN PAITITI.)

Item	Type of Item	Cost (Gold)
NEP-14	Handgun	6100
Laser Sight	Weapon Attachment	2800
Crimson Huntress	Outfit (Full Body)	7200
Ascender	Equipment	3300
Lockpick	Equipment	2800
Flare Round	Special Handgun Ammo	540
Fear Arrow	Special Bow Ammo	3000
Poison Grenade	Special Rifle Ammo	2500
Venom	Resource	300
Dart Poison	Resource	480

VIA VERITAS — TALK TO ABBY'S FREIND

RAISE THE FLAGS

Cut the release pulleys to raise five flags around the mission. Five flagpoles are found around the mission grounds. Approach each one and use your knife to cut the rope. The first one can be found near the vehicle that you arrived in. Refer to the map for locations of all five.

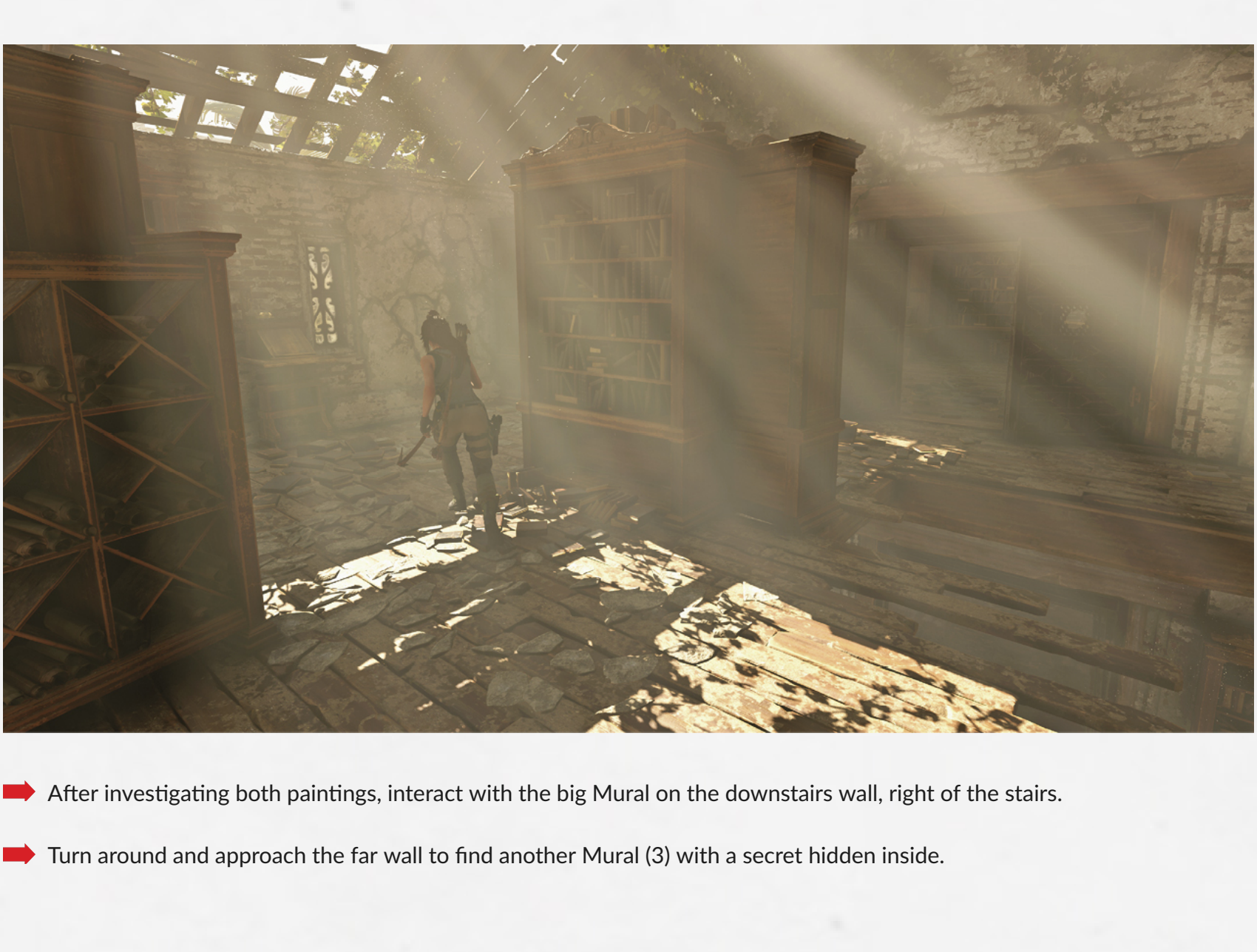


To continue the story, turn right at the fountain and follow Abby down the first set of stairs to speak to Sara. She suggests searching the library. Before you leave the area, speak with Guillermo nearby to begin a side mission. Return to the fountain, turn right, and meet Jonah straight ahead at another archway. Follow him through the cemetery and into the library (2).

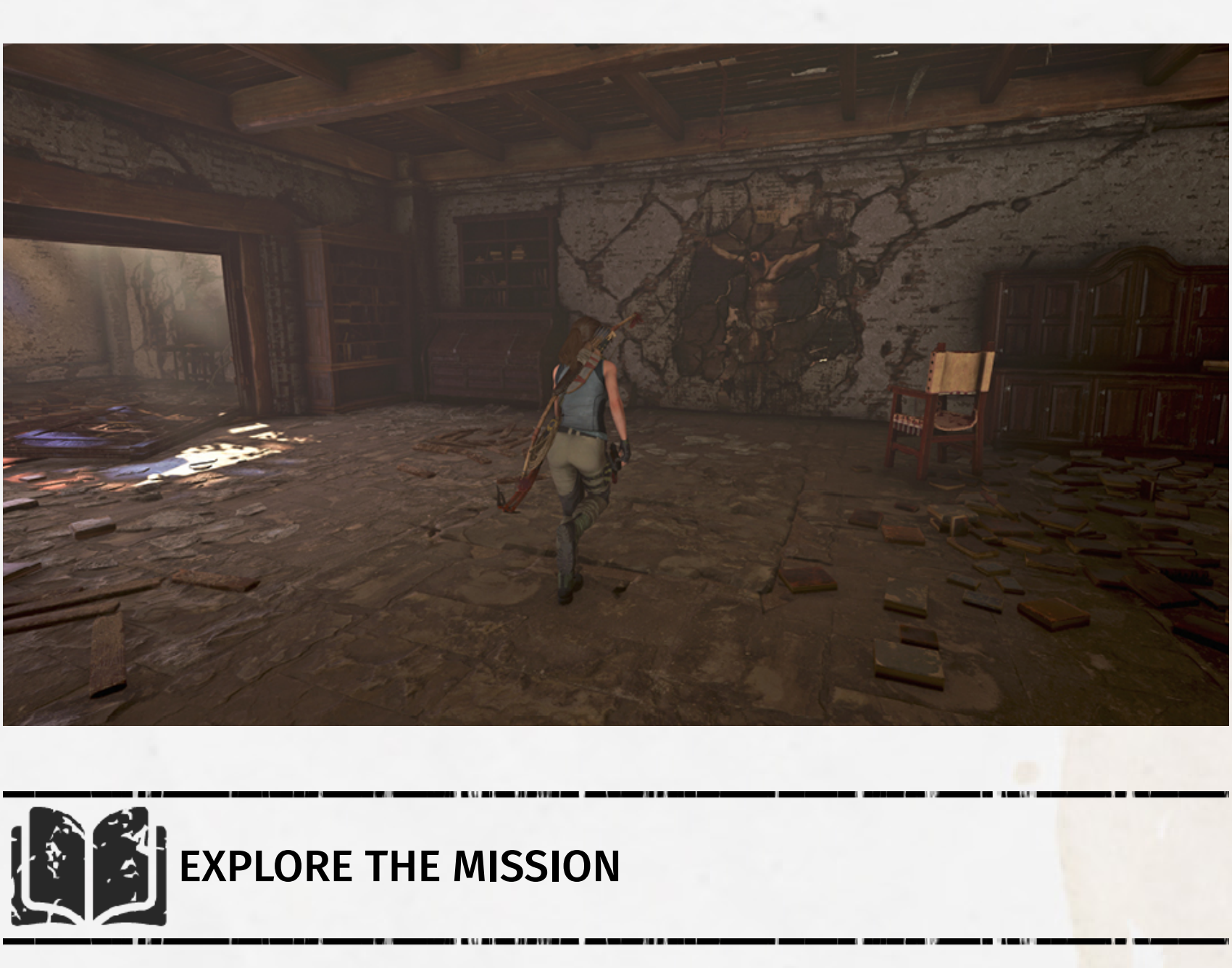
FIND THE SECRET CRYPT

Search the library for Artifacts while Jonah does his thing to find two specific, hidden Murals in the library that have been bricked over. Other weak walls can also be destroyed, with the possibility of finding an Artifact.

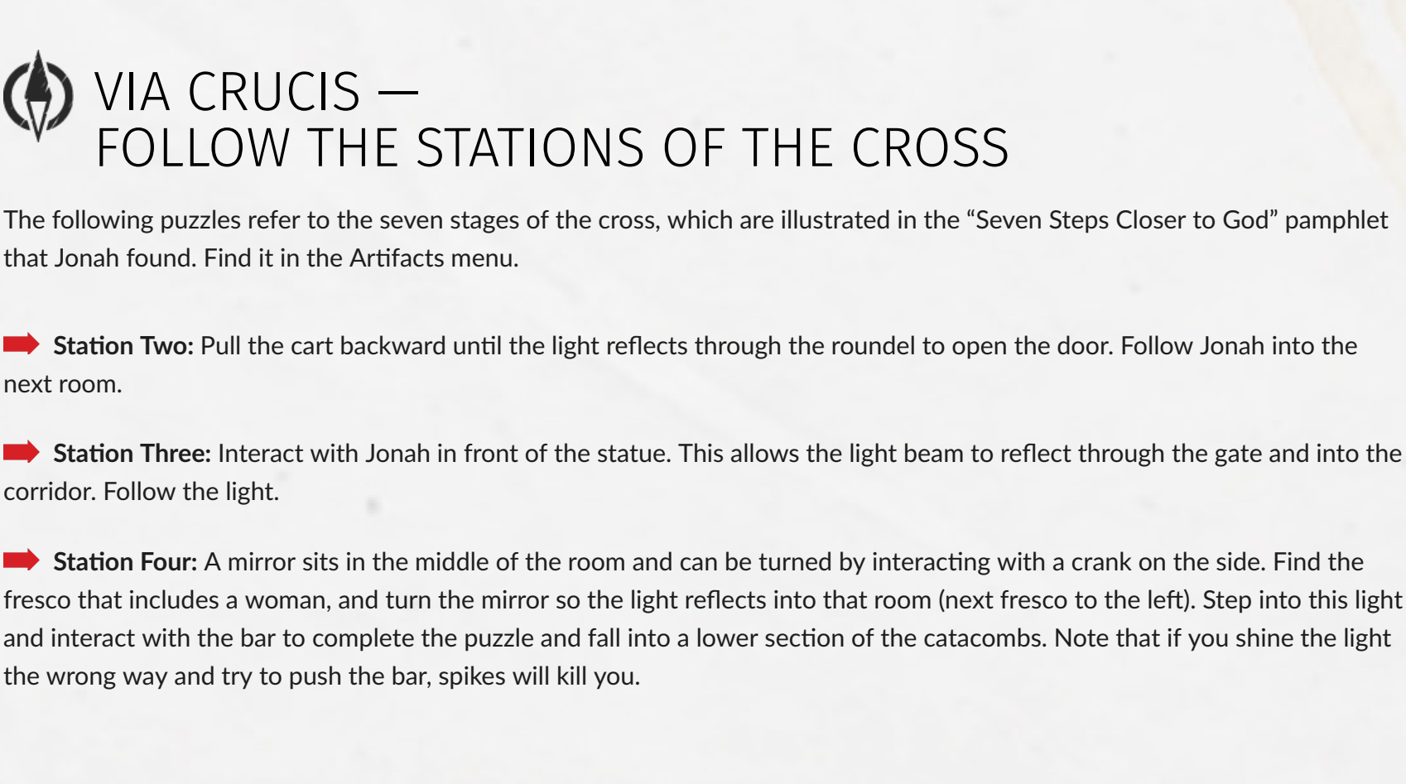
- Downstairs along the right wall as you enter the library, use the axe on the weak wall between the tables to find the first Mural and interact with it.



- Head upstairs, turn 180 degrees, and move to the double doors. Look left to spot another weak wall near the corner. Removing the bricks reveals the second Mural.



- After investigating both paintings, interact with the big Mural on the downstairs wall, right of the stairs.
- Turn around and approach the far wall to find another Mural (3) with a secret hidden inside.



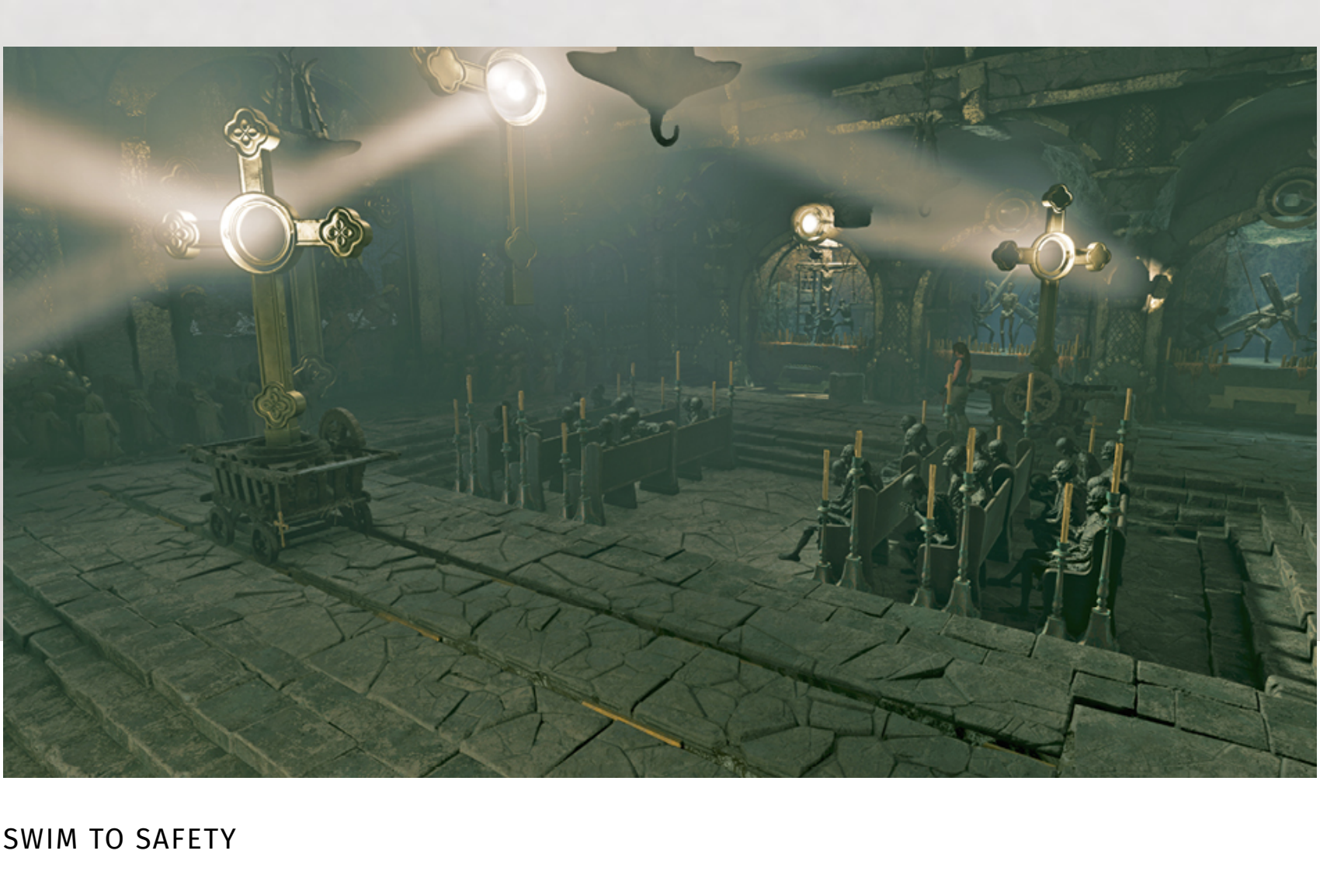
EXPLORE THE MISSION

If you have not completed everything at the Mission — the side mission, crypt, collectibles, or tombs—this is your last chance to do so for a while. Once you interact with the final mural, Lara drops into the catacombs below the library. There is no way to return to the Mission until your next visit to Paititi.

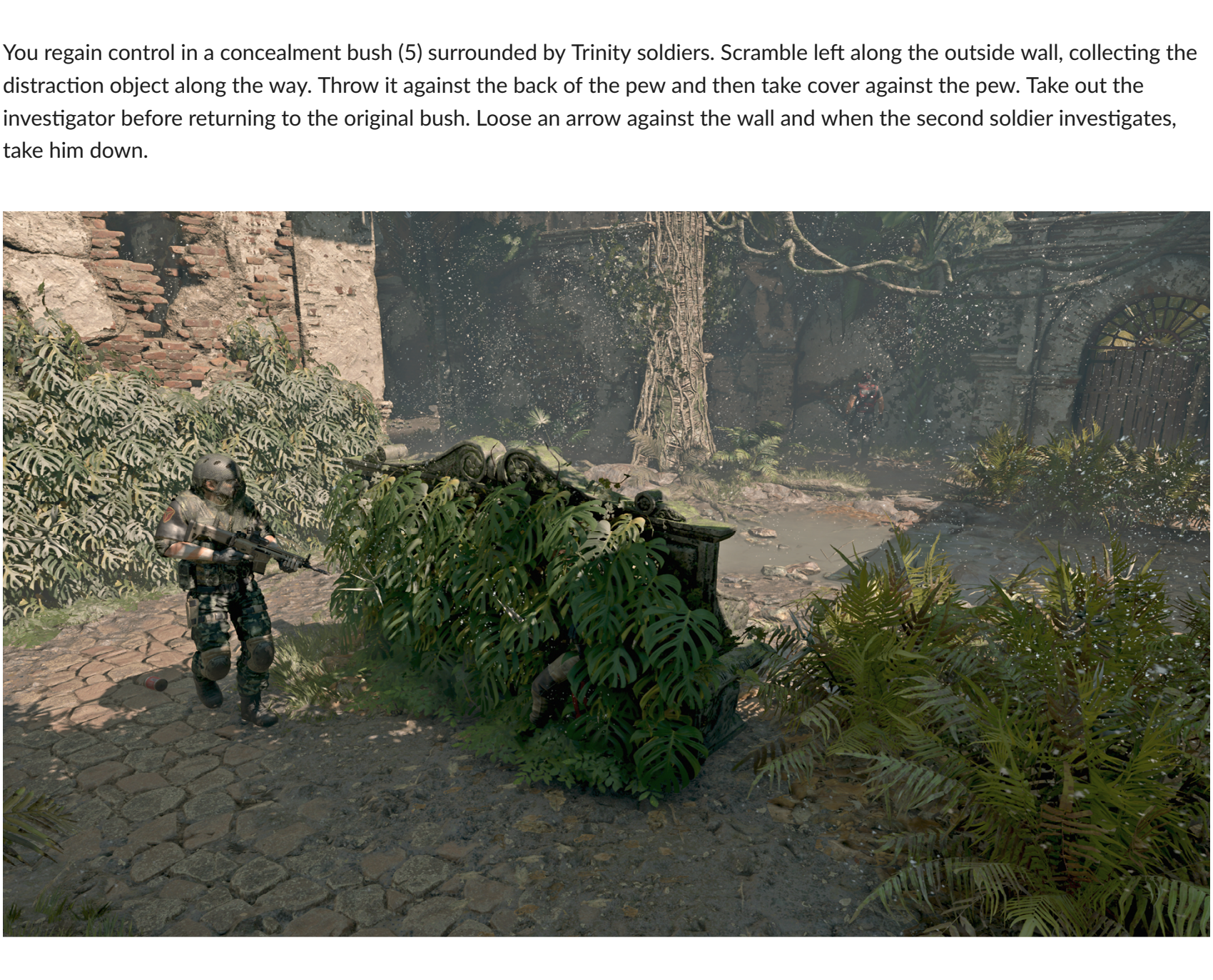
VIA CRUCIS —
FOLLOW THE STATIONS OF THE CROSS

The following puzzles refer to the seven stages of the cross, which are illustrated in the "Seven Steps Closer to God" pamphlet that Jonah found. Find it in the Artifacts menu.

- **Station Two:** Pull the cart backward until the light reflects through the roundel to open the door. Follow Jonah into the next room.
- **Station Three:** Interact with Jonah in front of the statue. This allows the light beam to reflect through the gate and into the corridor. Follow the light.
- **Station Four:** A mirror sits in the middle of the room and can be turned by interacting with a crank on the side. Find the fresco that includes a woman, and turn the mirror so the light reflects into that room (next fresco to the left). Step into this light and interact with the bar to complete the puzzle and fall into a lower section of the catacombs. Note that if you shine the light the wrong way and try to push the bar, spikes will kill you.



- **Station Six:** Follow the corridor into the next room. Another mirror reflects the light, three dioramas adorn the left and right walls, and a cart on each side of the pews can be pushed and pulled along a track. Push the left cart forward, into the light. Turn the crank on the side of the cart clockwise until it lights up the middle diorama, and push the bar.
- On the other side of the room, push or pull the cart until the light is reflected. Turn the crank clockwise until it shines on the left diorama, and push the bar into the wall.



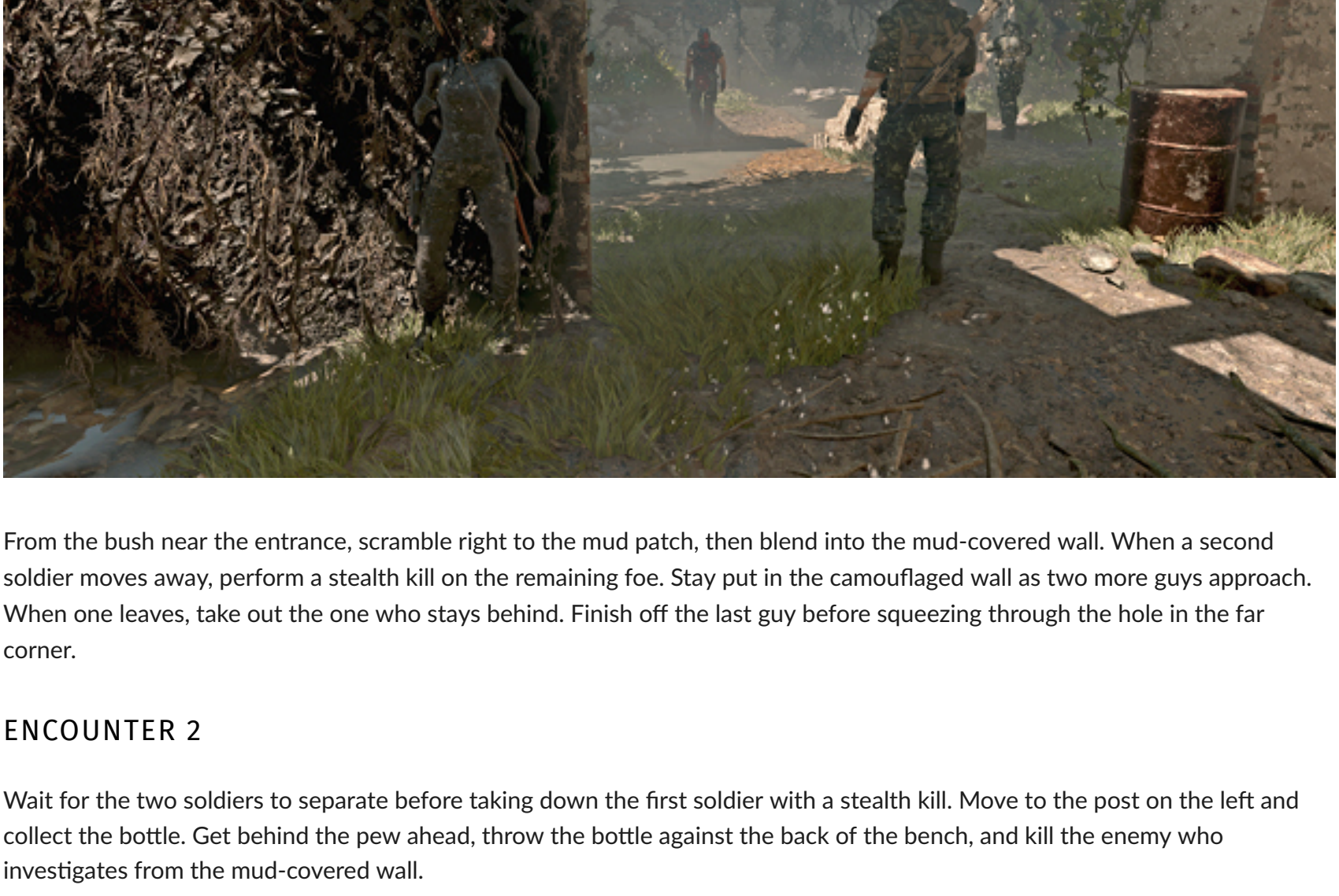
SWIM TO SAFETY

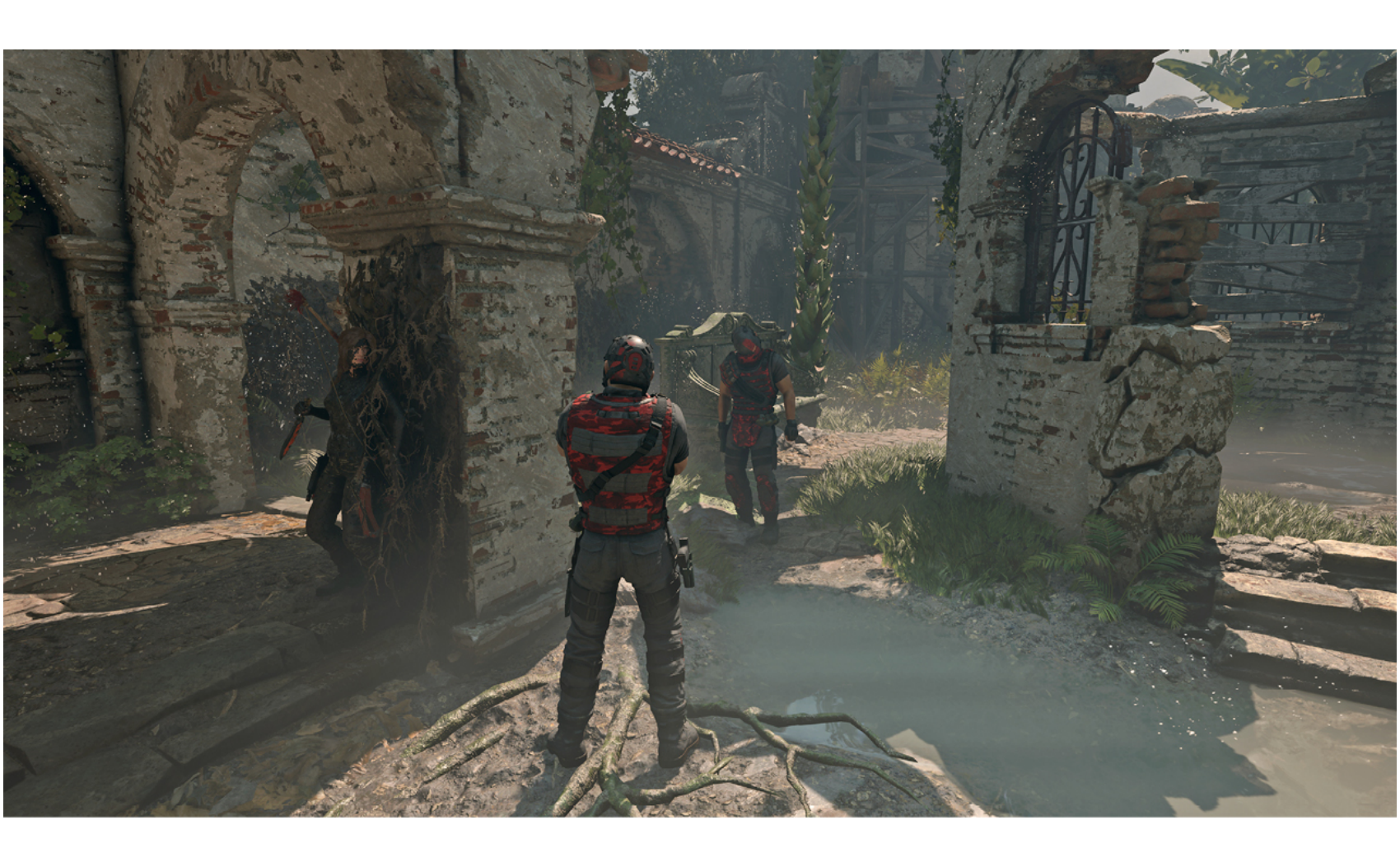
Fast-swim through the objective markers, interact with the obstruction, and continue forward until you emerge inside a nave (4).

VENI VIDI PERDIDI —
DEFEAT THE TRINITY SOLDIERS

ENCOUNTER 1

You regain control in a concealment bush (5) surrounded by Trinity soldiers. Scramble left along the outside wall, collecting the distraction object along the way. Throw it against the back of the pew and then take cover against the pew. Take out the investigator before returning to the original bush. Loose an arrow against the wall and when the second soldier investigates, take him down.

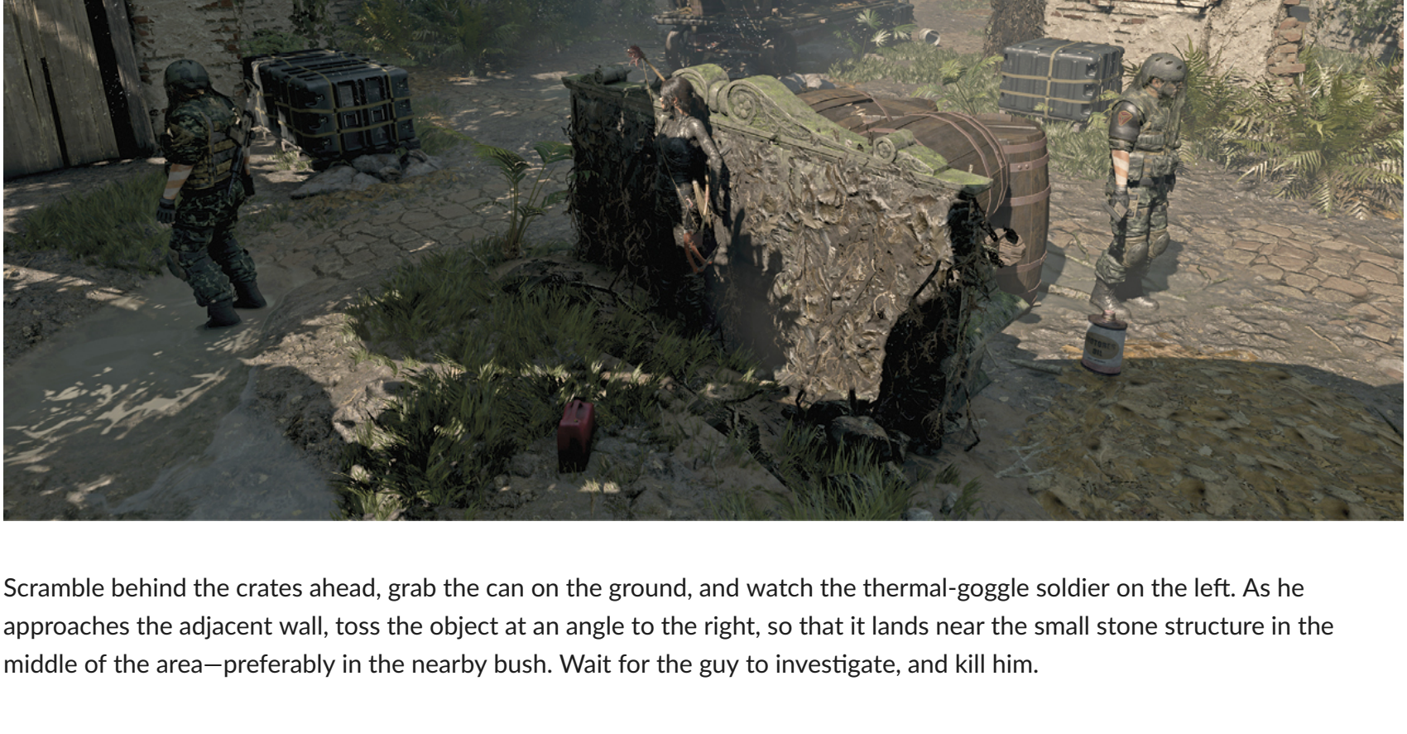




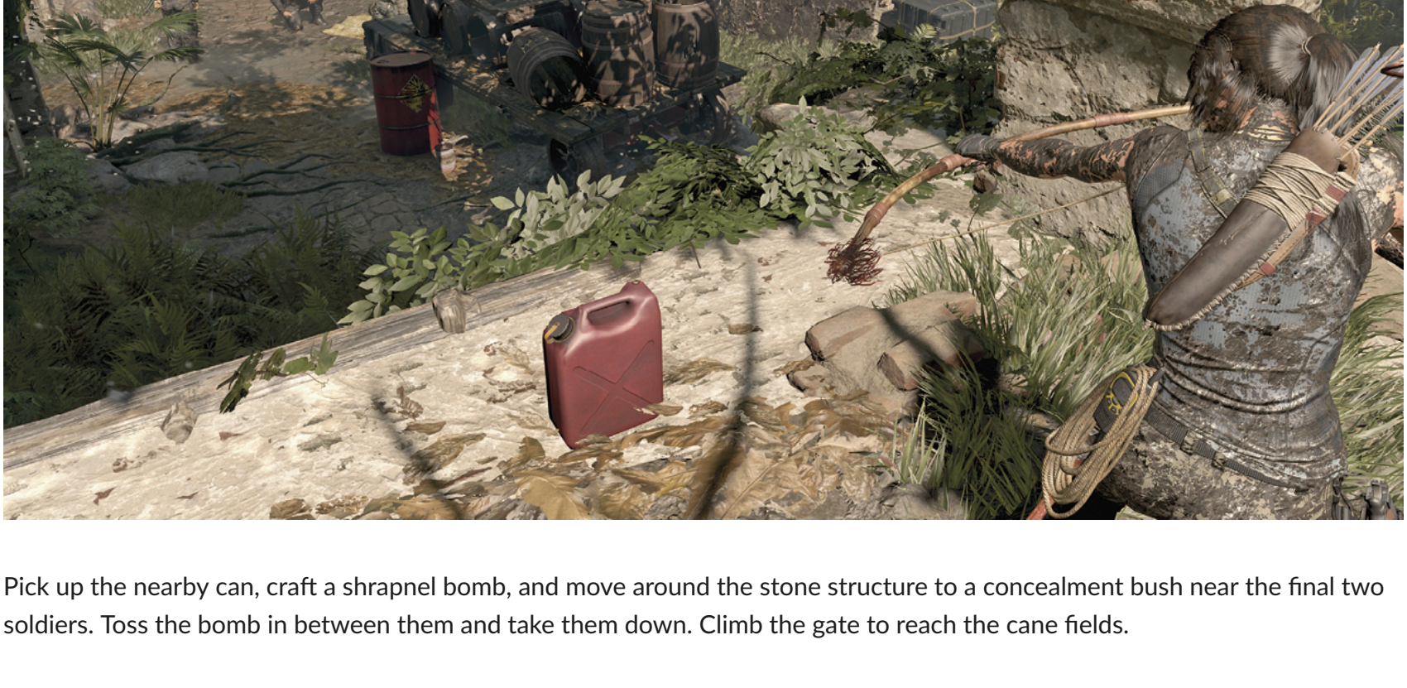
From the bush near the entrance, scramble right to the mud patch, then blend into the mud-covered wall. When a second soldier moves away, perform a stealth kill on the remaining foe. Stay put in the camouflaged wall as two more guys approach. When one leaves, take out the one who stays behind. Finish off the last guy before squeezing through the hole in the far corner.

ENCOUNTER 2

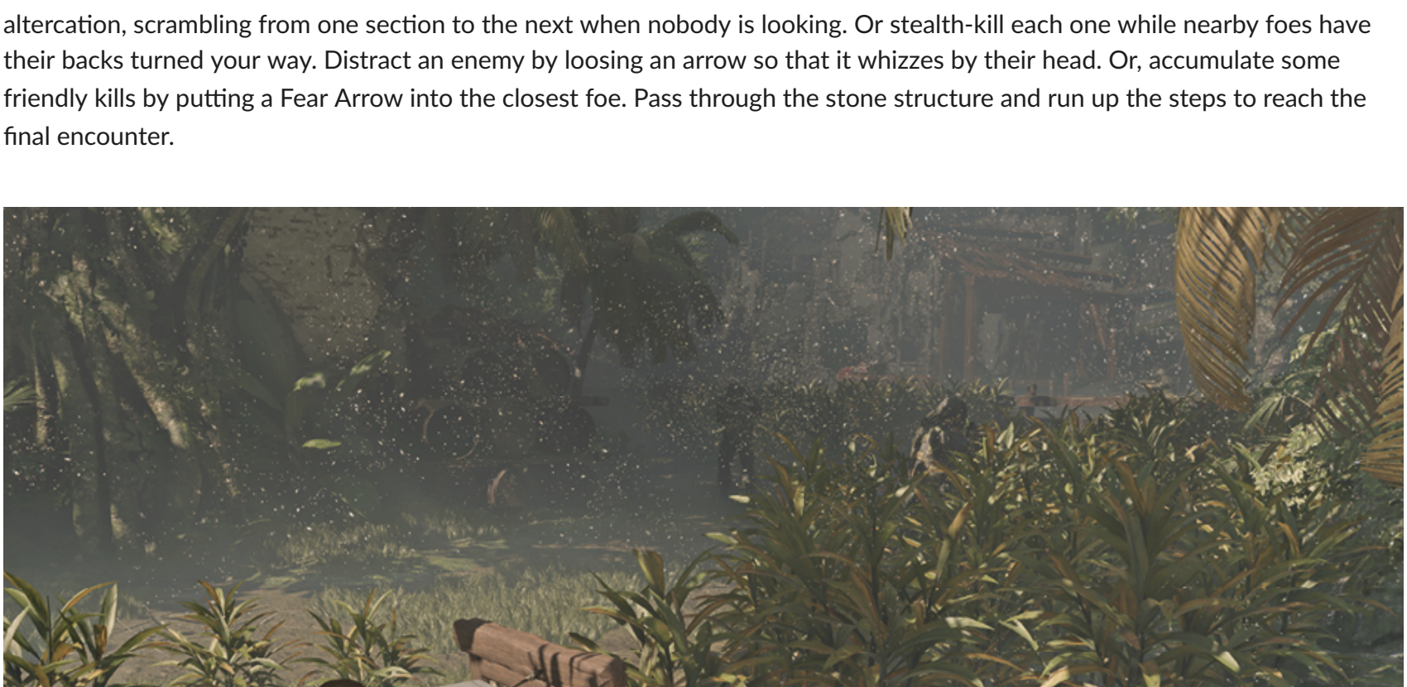
Wait for the two soldiers to separate before taking down the first soldier with a stealth kill. Move to the post on the left and collect the bottle. Get behind the pew ahead, throw the bottle against the back of the bench, and kill the enemy who investigates from the mud-covered wall.



Scramble into the bush on the left. If the nearby soldier is alone, deposit him in the concealment. Scramble into the mud camouflage on the backside of the next pew. Wait for another soldier to get within range, and quickly take him down.



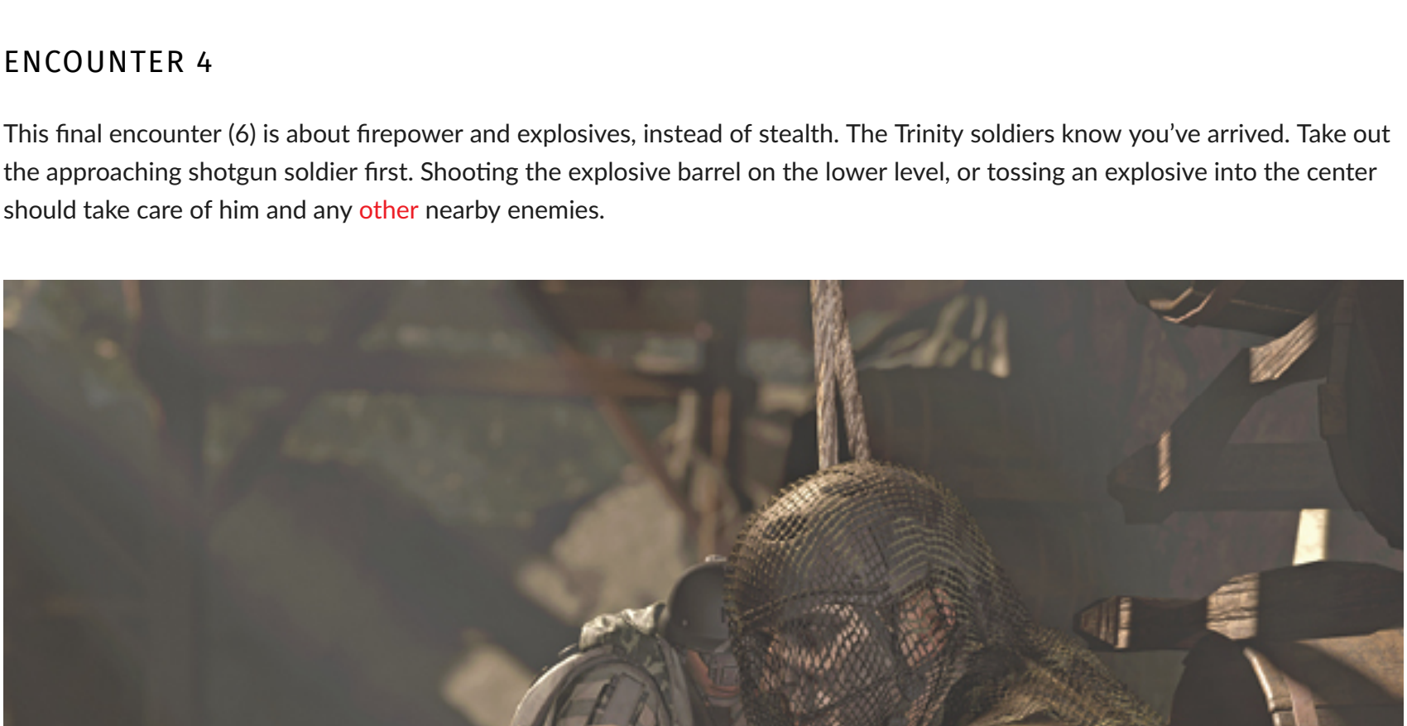
Scramble behind the crates ahead, grab the can on the ground, and watch the thermal-goggle soldier on the left. As he approaches the adjacent wall, toss the object at an angle to the right, so that it lands near the small stone structure in the middle of the area—preferably in the nearby bush. Wait for the guy to investigate, and kill him.



Pick up the nearby can, craft a shrapnel bomb, and move around the stone structure to a concealment bush near the final two soldiers. Toss the bomb in between them and take them down. Climb the gate to reach the cane fields.

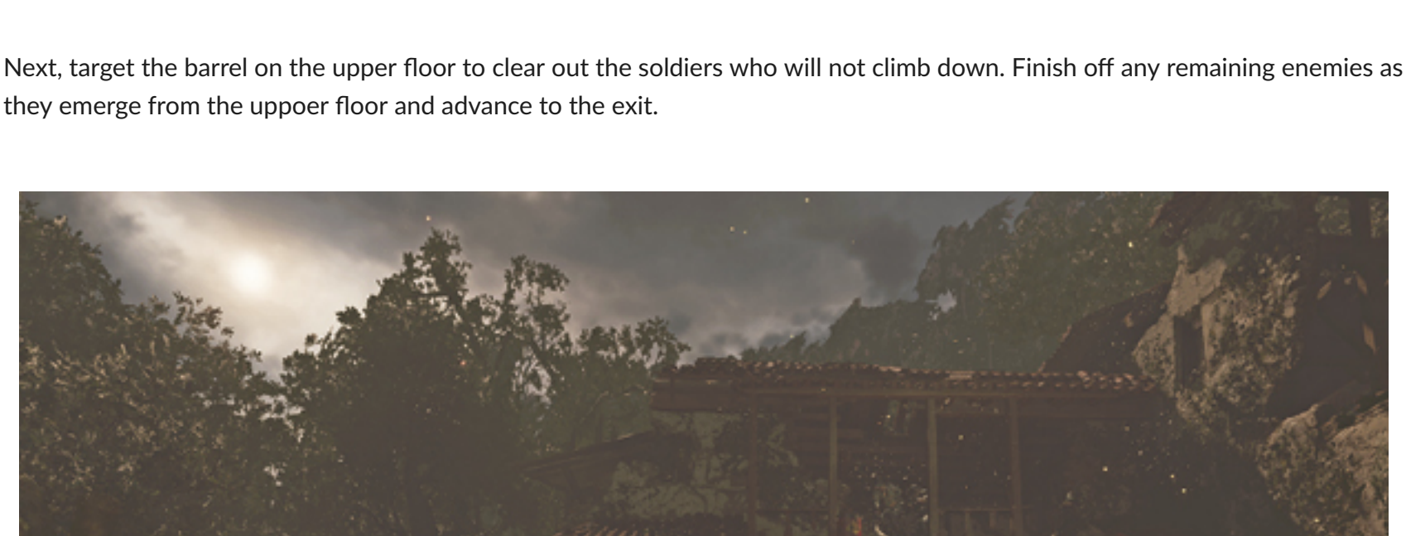
ENCOUNTER 3

Eight soldiers actively search for you in the cane fields. On easier difficulties it's possible to move through the cane without altercation, scrambling from one section to the next when nobody is looking. Or stealth-kill each one while nearby foes have their backs turned your way. Distract an enemy by loosing an arrow so that it whizzes by their head. Or, accumulate some friendly kills by putting a Fear Arrow into the closest foe. Pass through the stone structure and run up the steps to reach the final encounter.

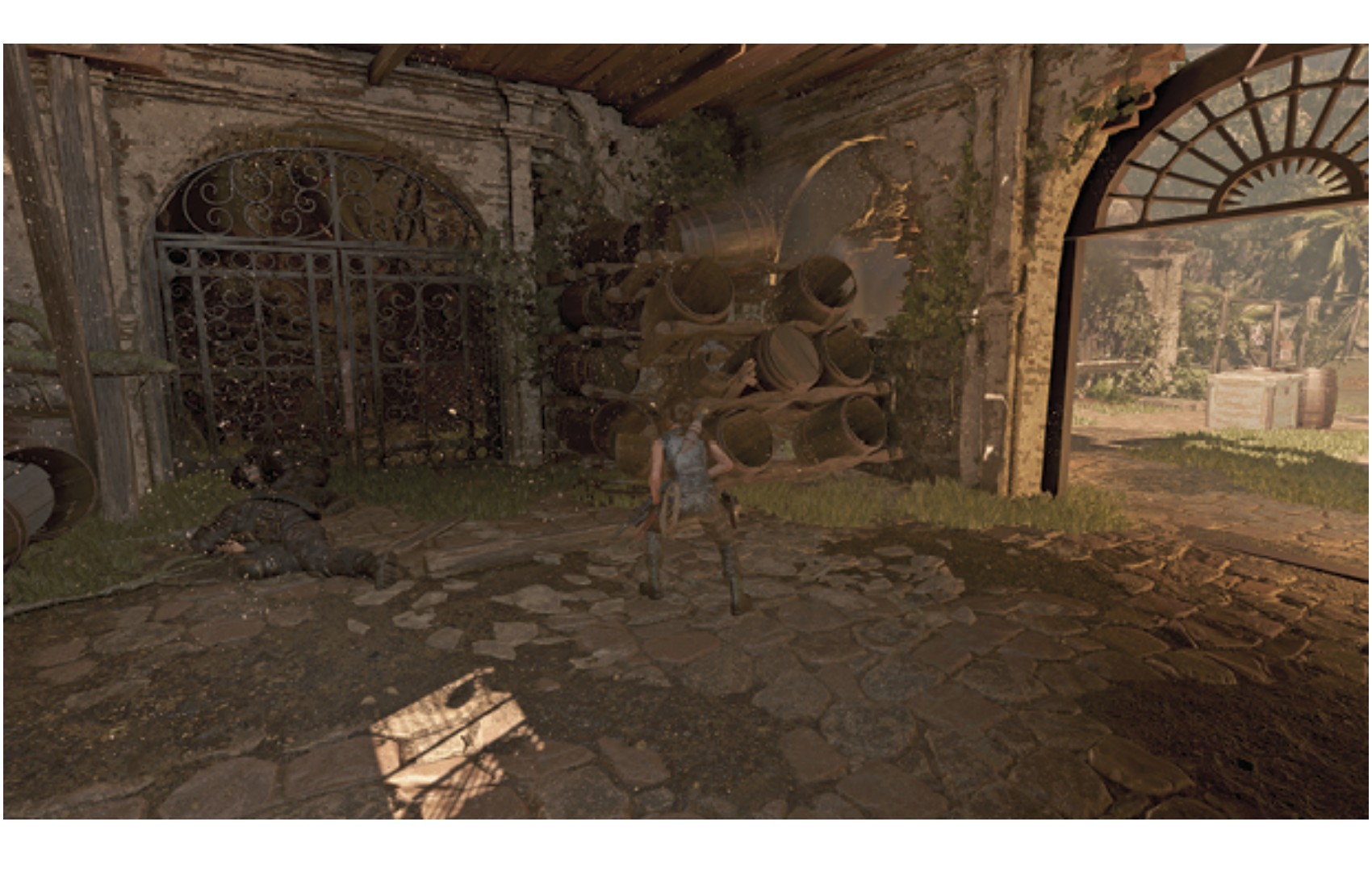


ENCOUNTER 4

This final encounter (6) is about firepower and explosives, instead of stealth. The Trinity soldiers know you've arrived. Take out the approaching shotgun soldier first. Shooting the explosive barrel on the lower level, or tossing an explosive into the center should take care of him and any other nearby enemies.



Next, target the barrel on the upper floor to clear out the soldiers who will not climb down. Finish off any remaining enemies as they emerge from the uppoer floor and advance to the exit.

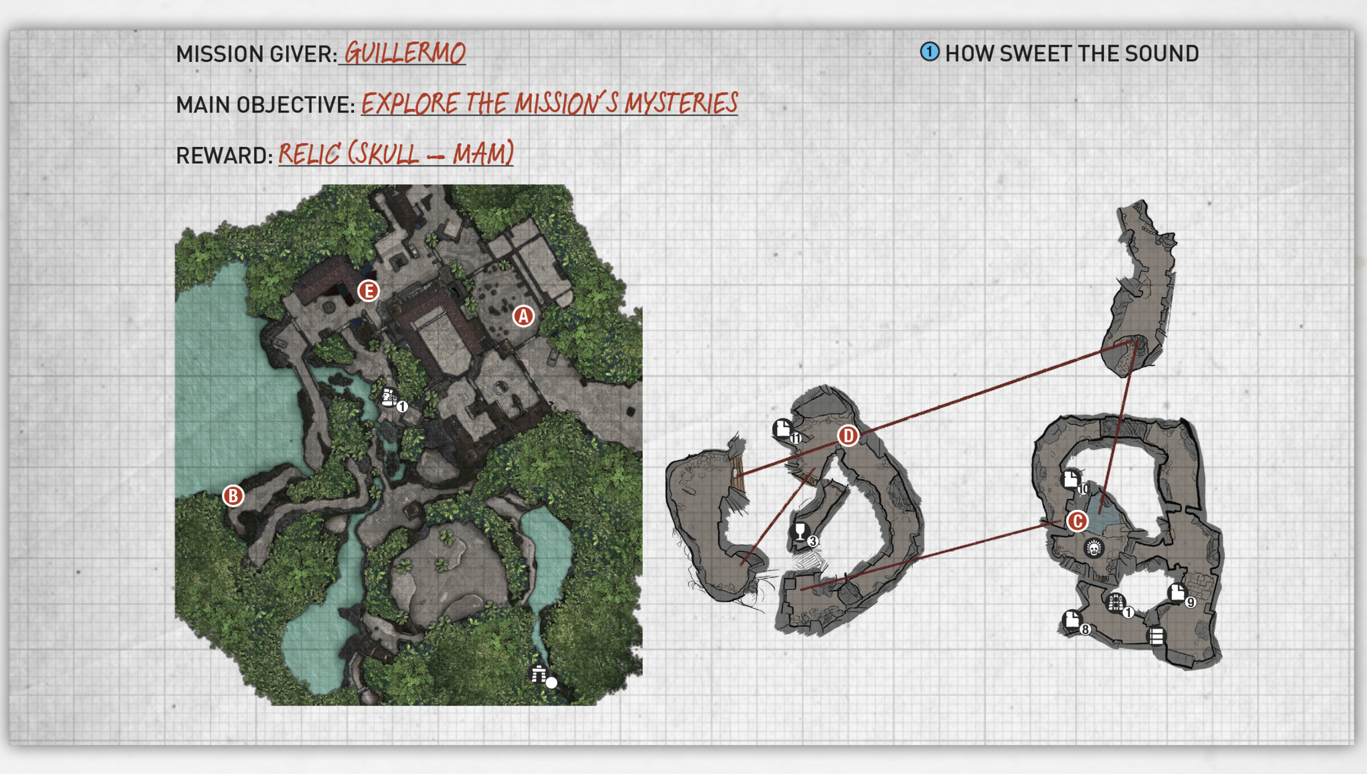


Enter the building and pry open the gate on the right.

Chapter 8: Mission of San Juan

Mission of San Juan - Side Missions

1. HOW SWEAT THE SOUND



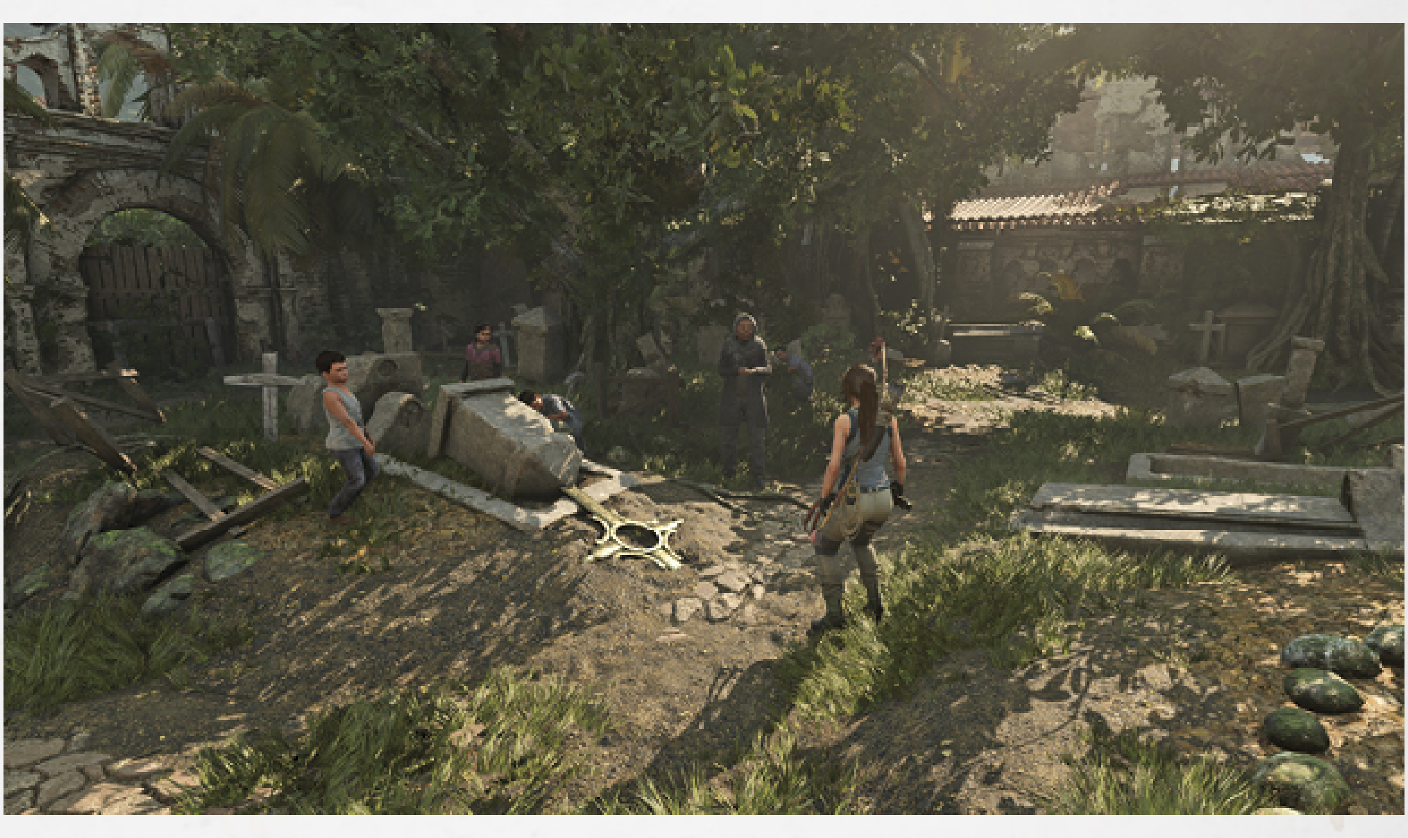
MISSION GIVER: GUILLERMO

MAIN OBJECTIVE: EXPLORE THE MISSION'S MYSTERIES

REWARD: RELIC (SKULL – MAM)

① HOW SWEET THE SOUND

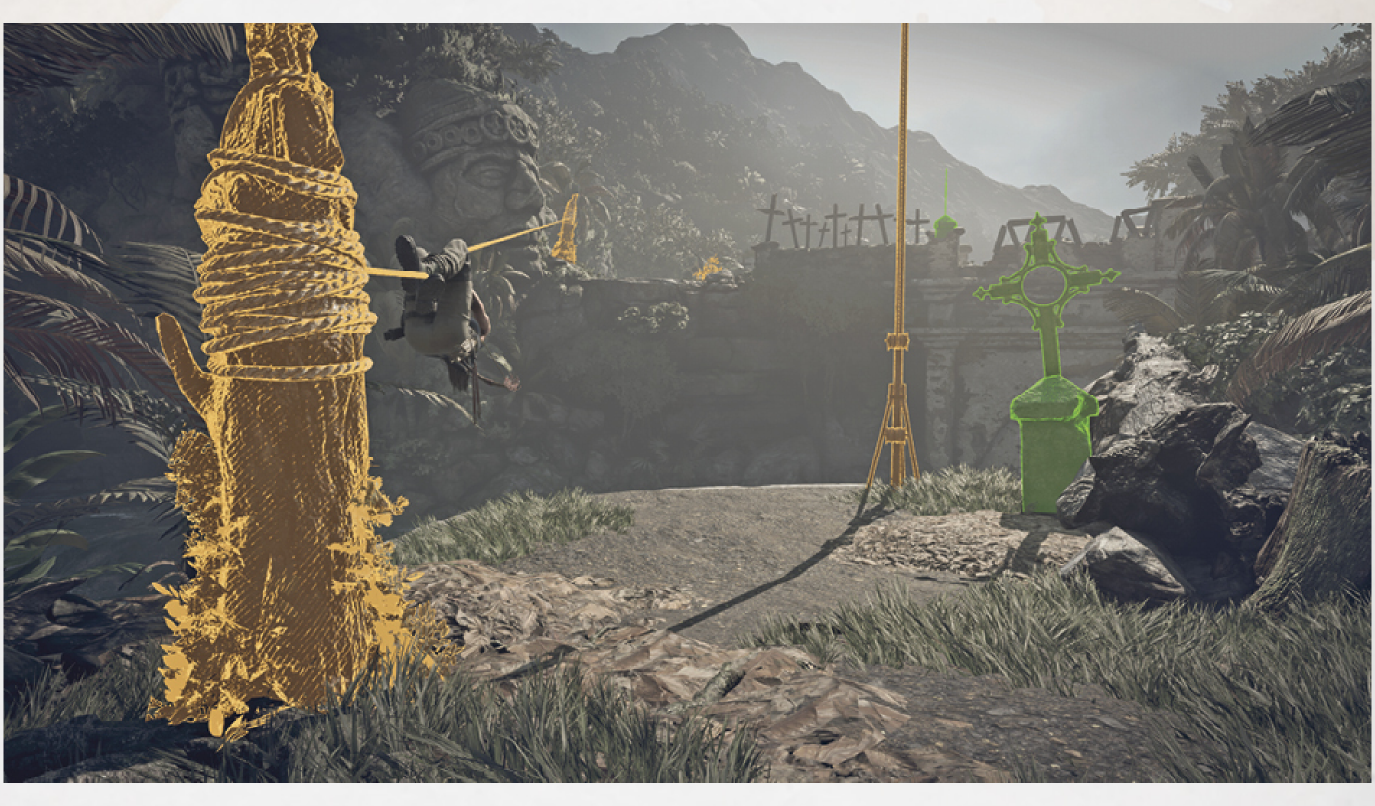
After speaking with Sara upon your arrival at the mission, talk to Guillermo, who stands nearby. Your first objective leads to the cemetery, which is next to the story objective from Sara. Talk to the old woman near the back of the cemetery.

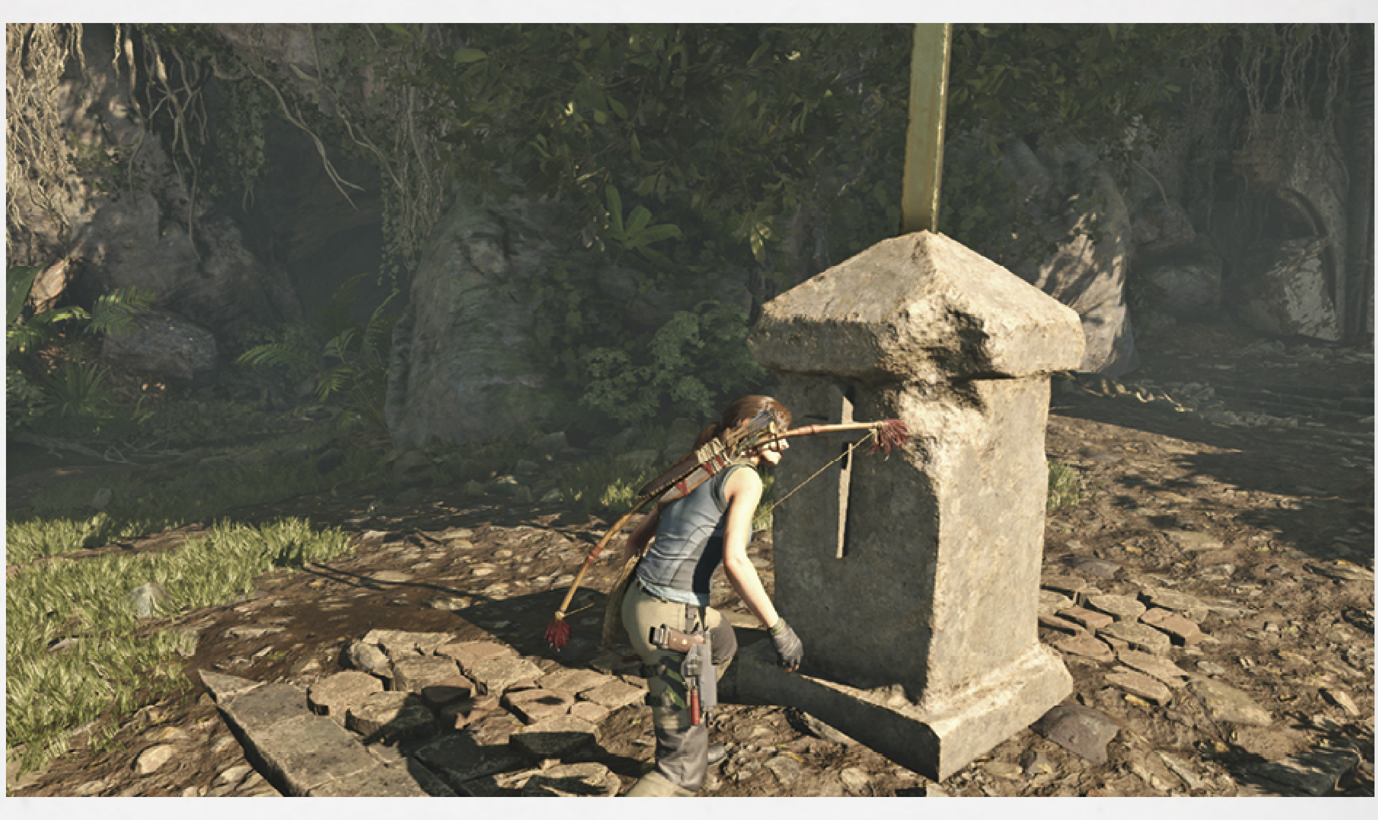


Next, talk to the children. Search behind the well opposite the library entrance and dig up the treasure. Return to the children and give them the treasure.

Speak to the old woman again to stand the tombstone upright. Interact with the tombstone and take note of the cross on top. Crosses similar to this one lead you to your next objective; looking through each one points toward the next.

Eventually, they lead you down to the river, near Guillermo. Tether a rope from the pole to another coil on the far side of the ravine and cross it. Note that you can also reach this location by following the bridge you originally arrived on.





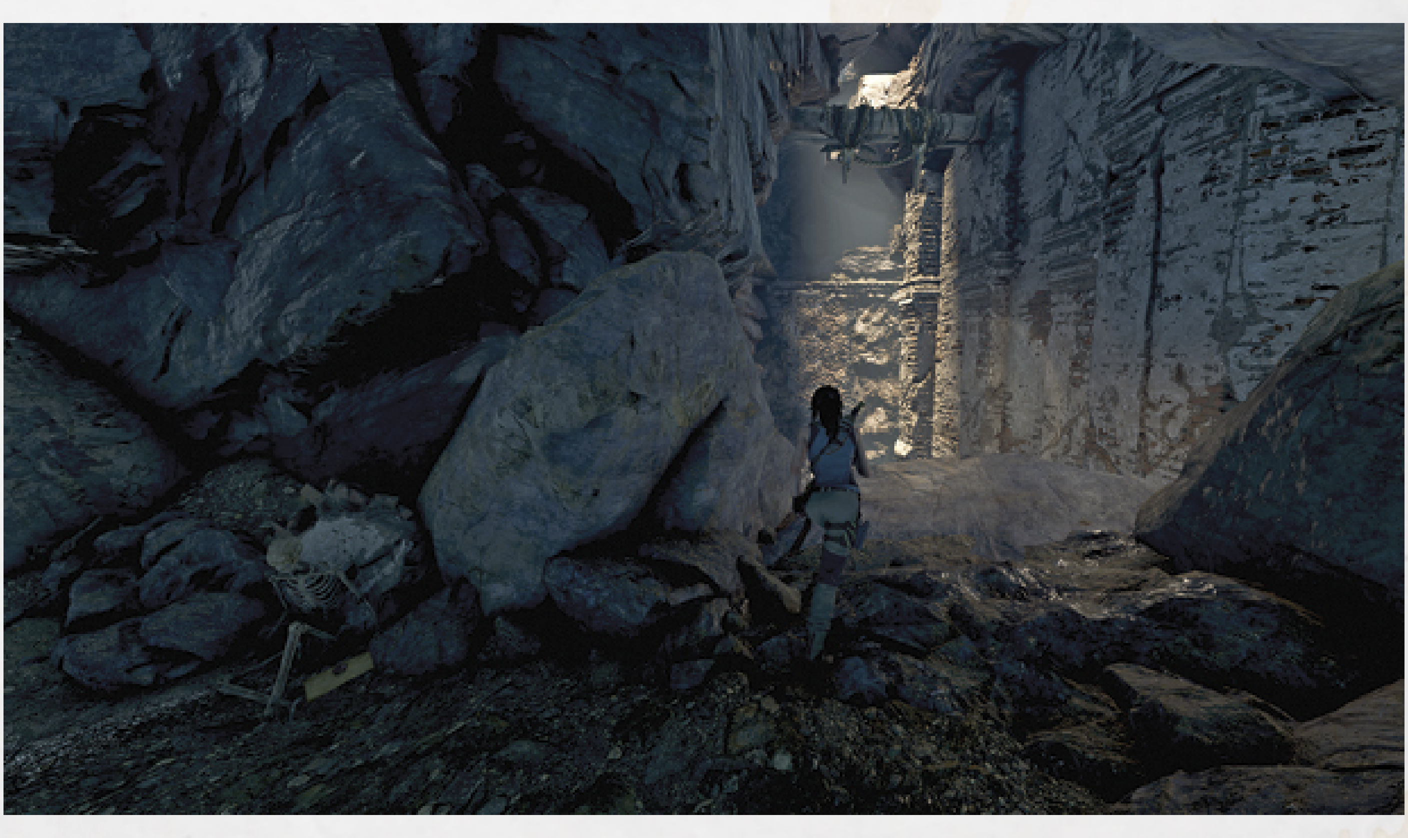
Cross the road and follow the right cliff edge, over a gap, and to the final cross (B) at the far end. Press the small cross on its base to open a gate ahead. Move inside and hop over to the craggy surface. Rappel to the lower level, scramble through the tunnel, then drop into the next hole to splash down into a pool of water. Exit the water and speak to Isabela (C), who lies on the ground to the right.

After talking to Isabela, loot the sar cophagus next to her to score the lone crypt treasure in the region.

Now you must climb back out of the crypt, which requires finding another route.

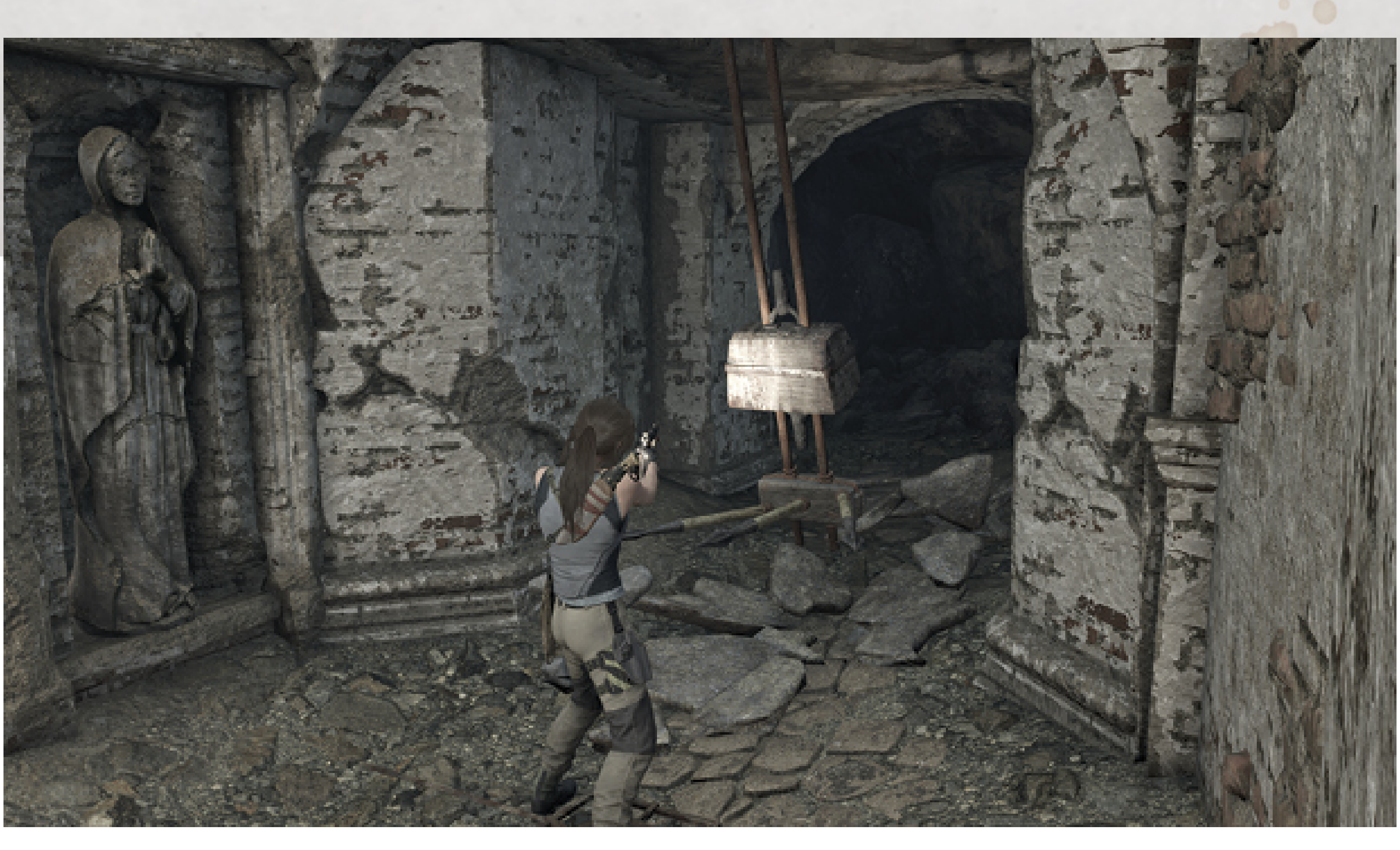
➡ Crawl through the small opening to the left to reach a corridor. Search to the right first, but watch out for the collapsing floor. Quickly scramble or jump clear of the trap.

➡ Next, head left and squeeze through the crevice. Keep your eyes peeled as you exit the crypt, as a number of valuables litter the path. Around the next turn, leap toward the metal hook above and throw the Grapple Axe. This sends you to the next ledge or craggy wall.



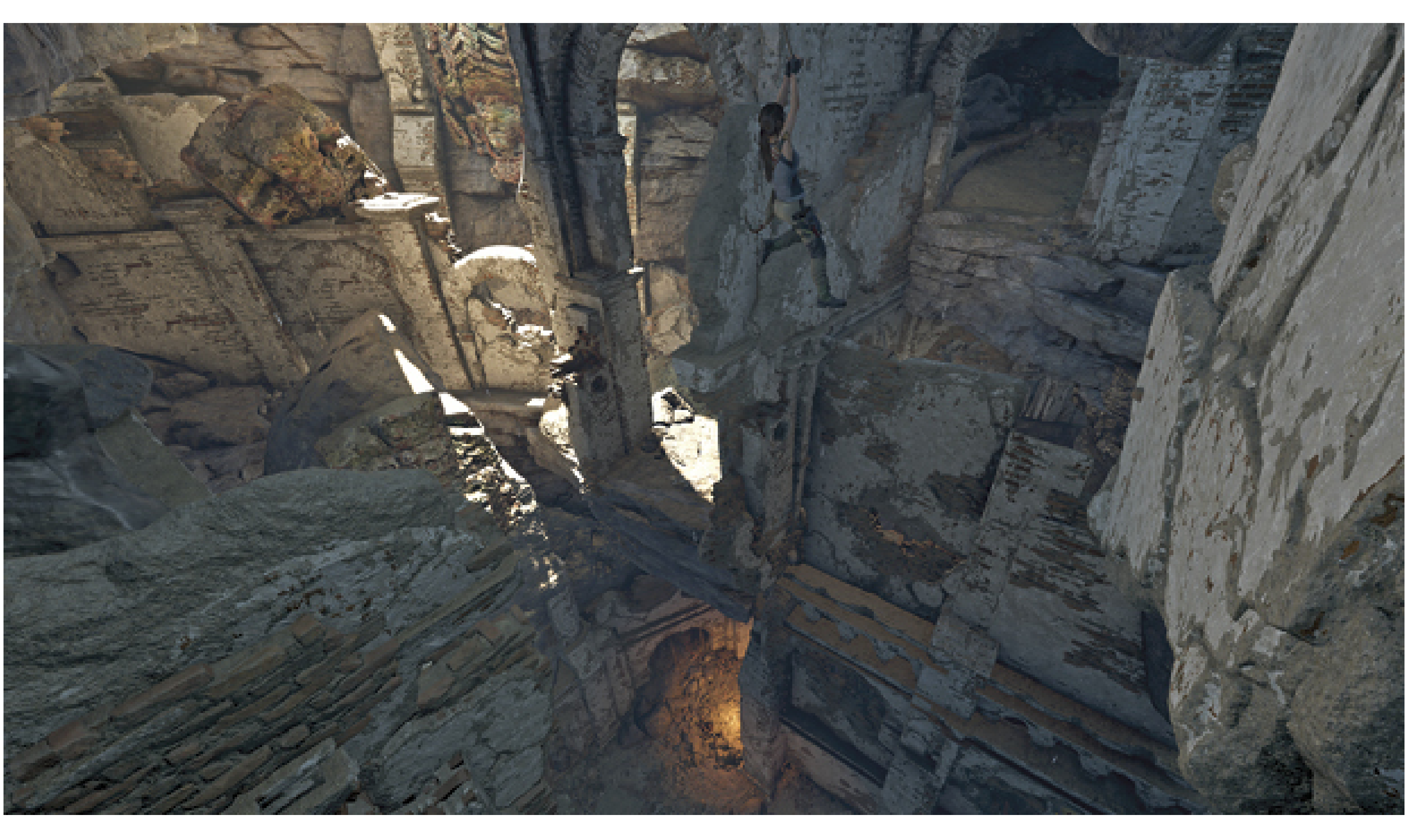
➡ Follow the trail to a dead end and climb to the floor above. Before continuing forward, leap across the gap on the left and search the small room.

➡ Back in the previous corridor, turn left and leap across the trap floor. Scramble through the short tunnel before triggering a new type of trap (D). Lara automatically pulls out her handgun. Aim for the stone block and shoot to avoid being taken out.



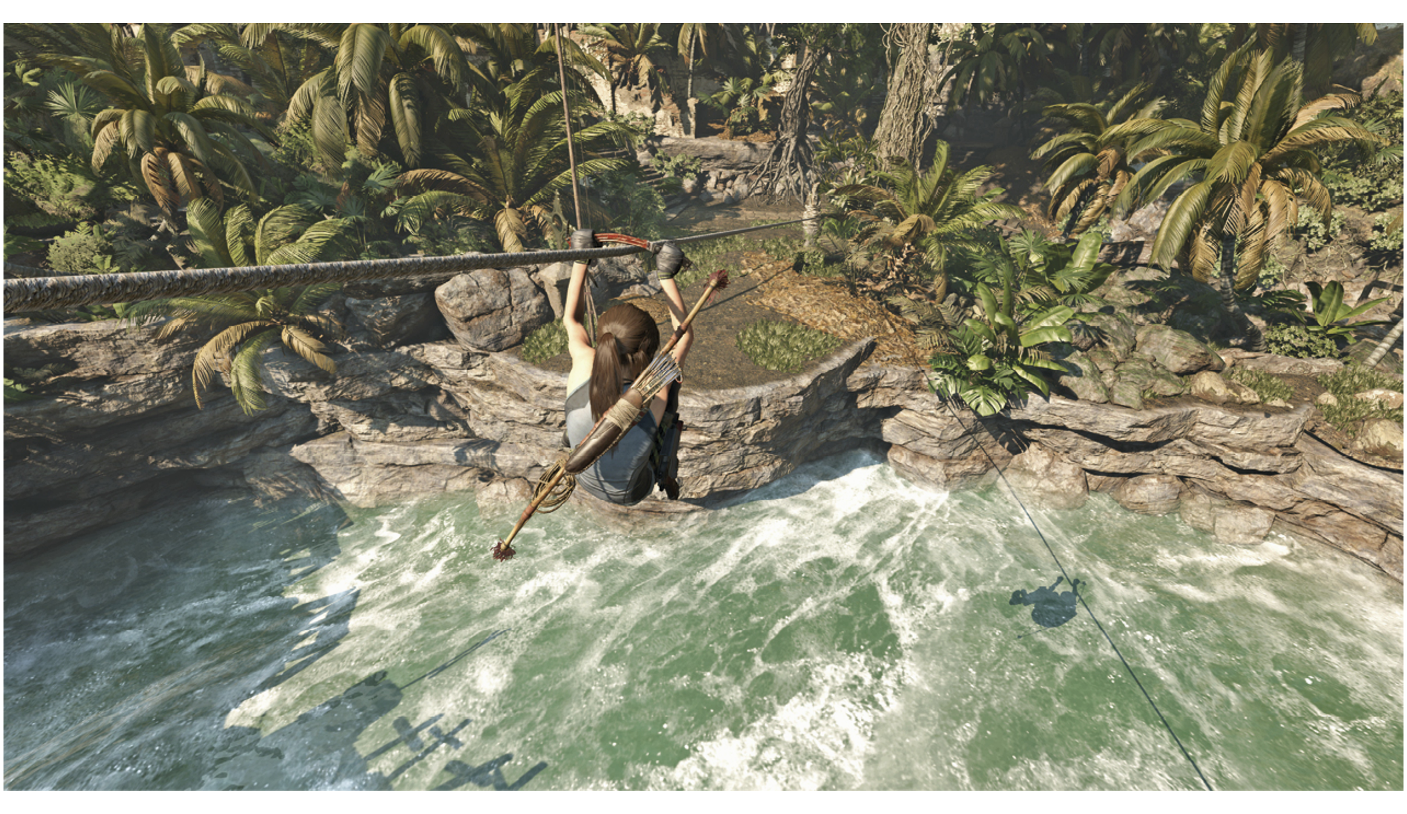
➡ In the next room, push the switch in to open the gate on the left. Be sure to search a small cubbyhole on the right before moving on.

➡ Step into the archway, jump toward the hook, and swing to the far ledge. Follow the trail back to the right. Equip the bow and rope-pull the slabs of wood down.

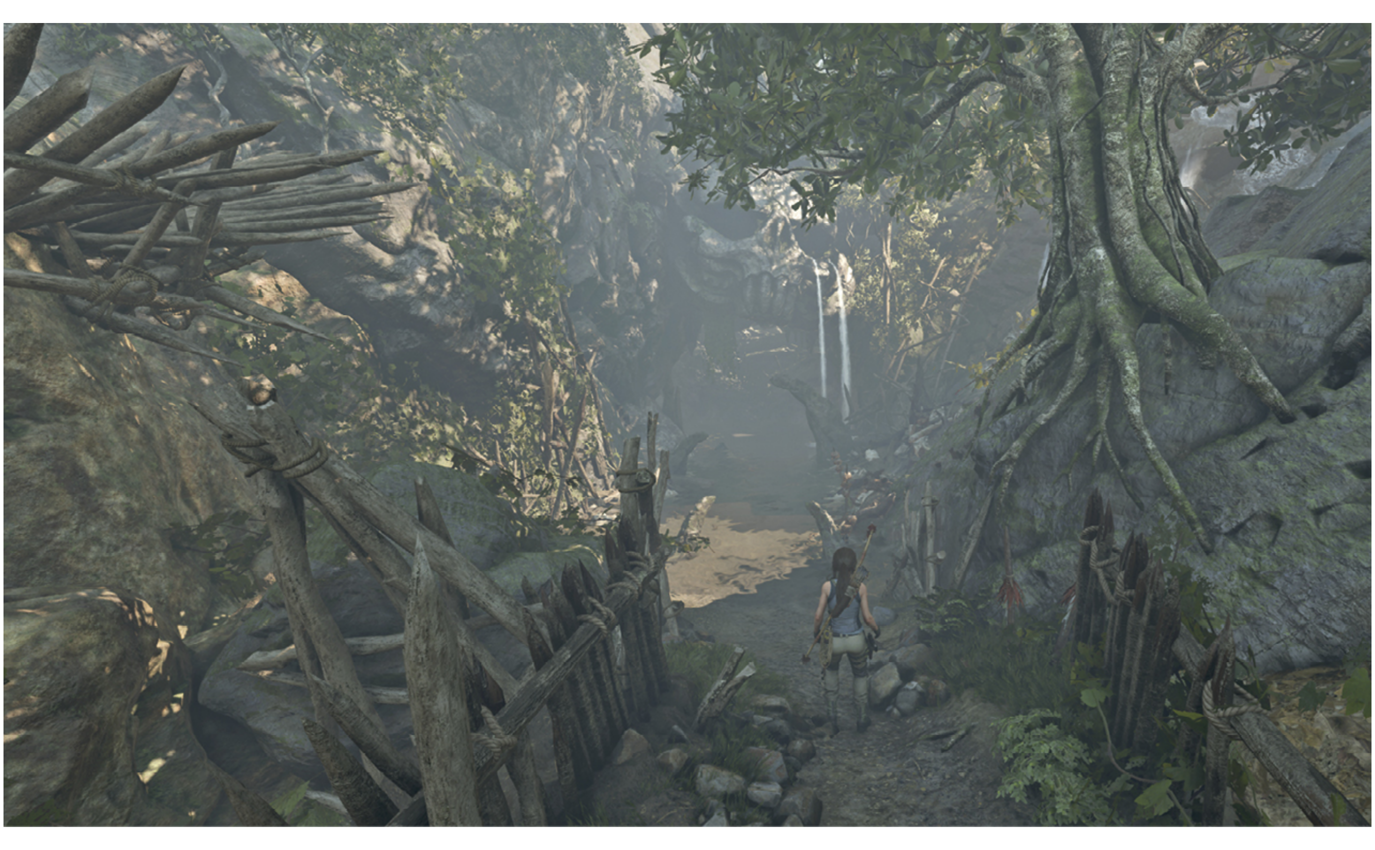


➡ Jump to the craggy surface on the right, and follow it up to the ledge. Shimmy right and climb up to the floor.

➡ Scramble through the tunnel, climb the ladder, and exit the ruins. Return to Guillermo by way of the bridge or rope over the river, and speak to him.



Speak to Manu, who's behind the Merchant, talking to a group of children. He asks that you find the entrance to the challenge tomb southeast of the mission.

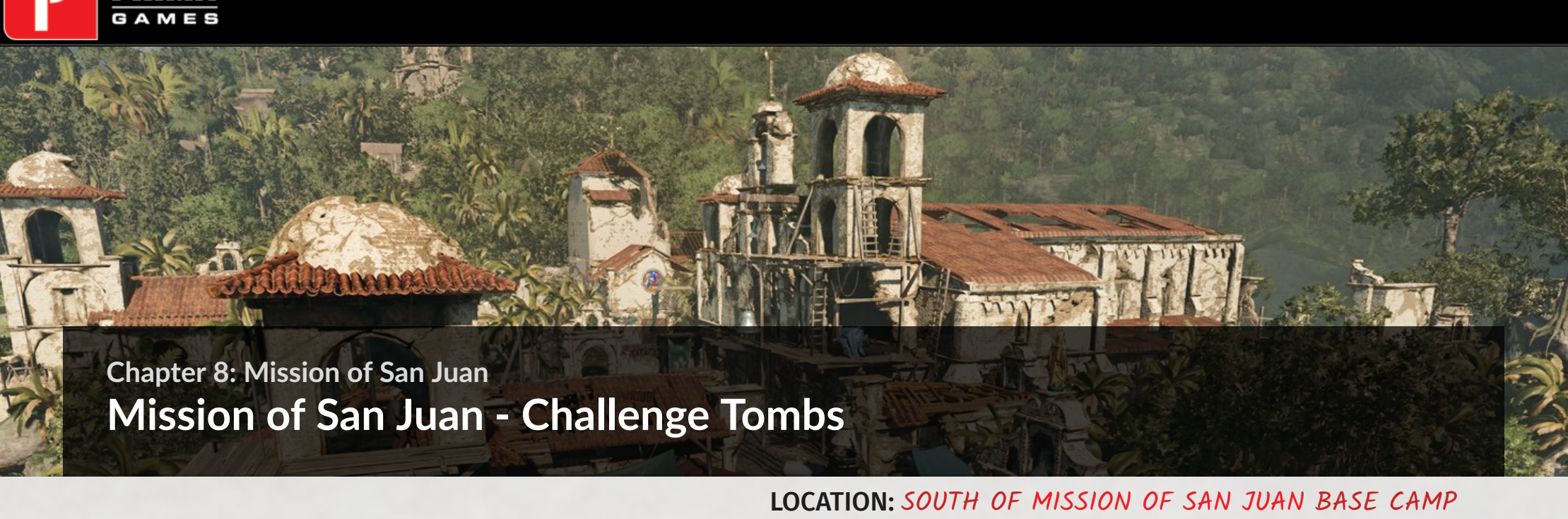


From the Mission of San Juan Base Camp, head east and cross the log bridge to find a pond. Jump in and swim south to the far side, taking care not to get too close to the eel. Follow the muddy trail to the right, and hop over the tripwire to avoid a trap.

The next objective of this side mission requires that you find the codex inside the tomb.

Refer to the Thirsty Gods Challenge Tomb in the next section for a walkthrough of the tomb.

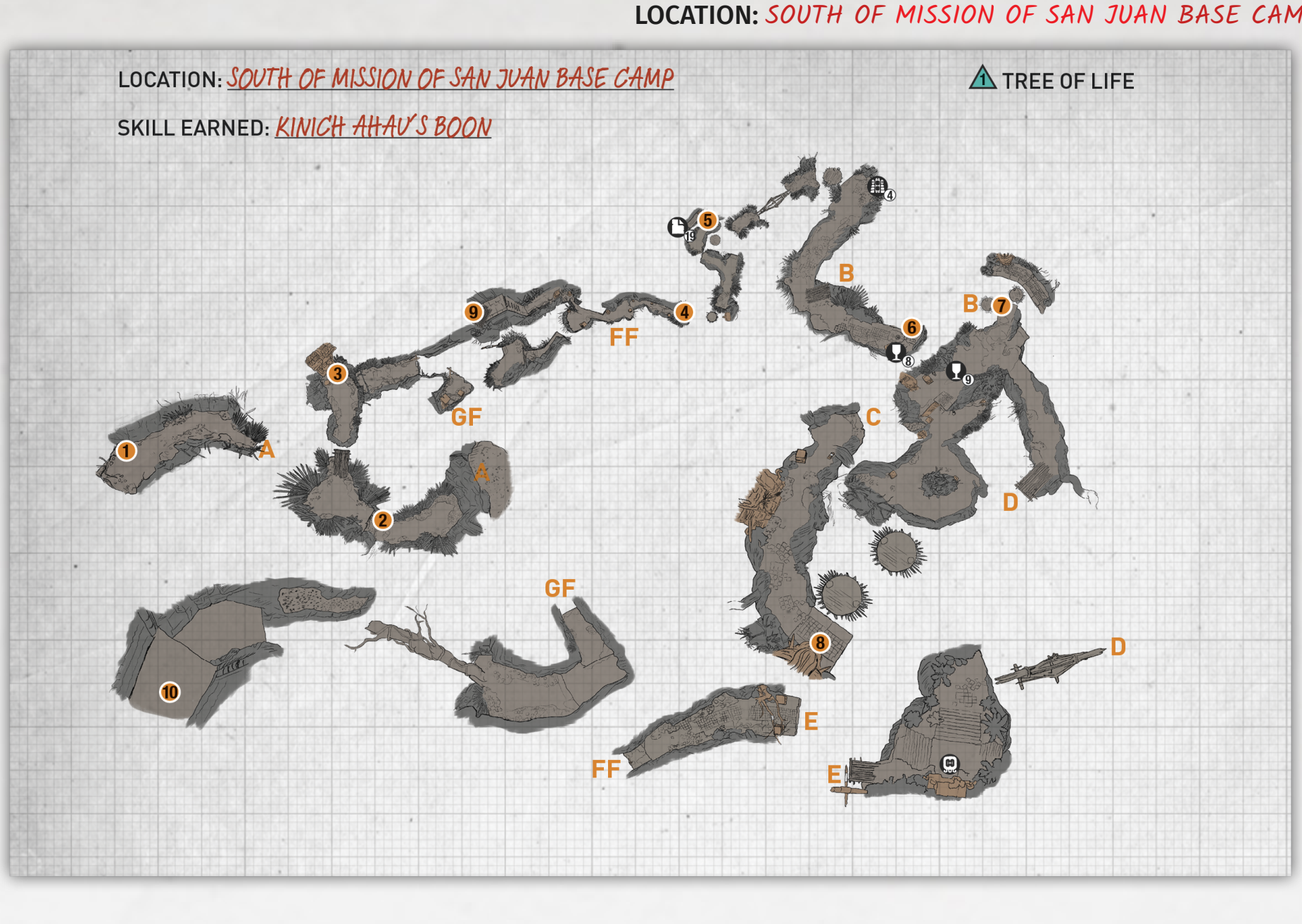
Return to Manu at the mission to report what you found and complete the side mission.



Chapter 8: Mission of San Juan

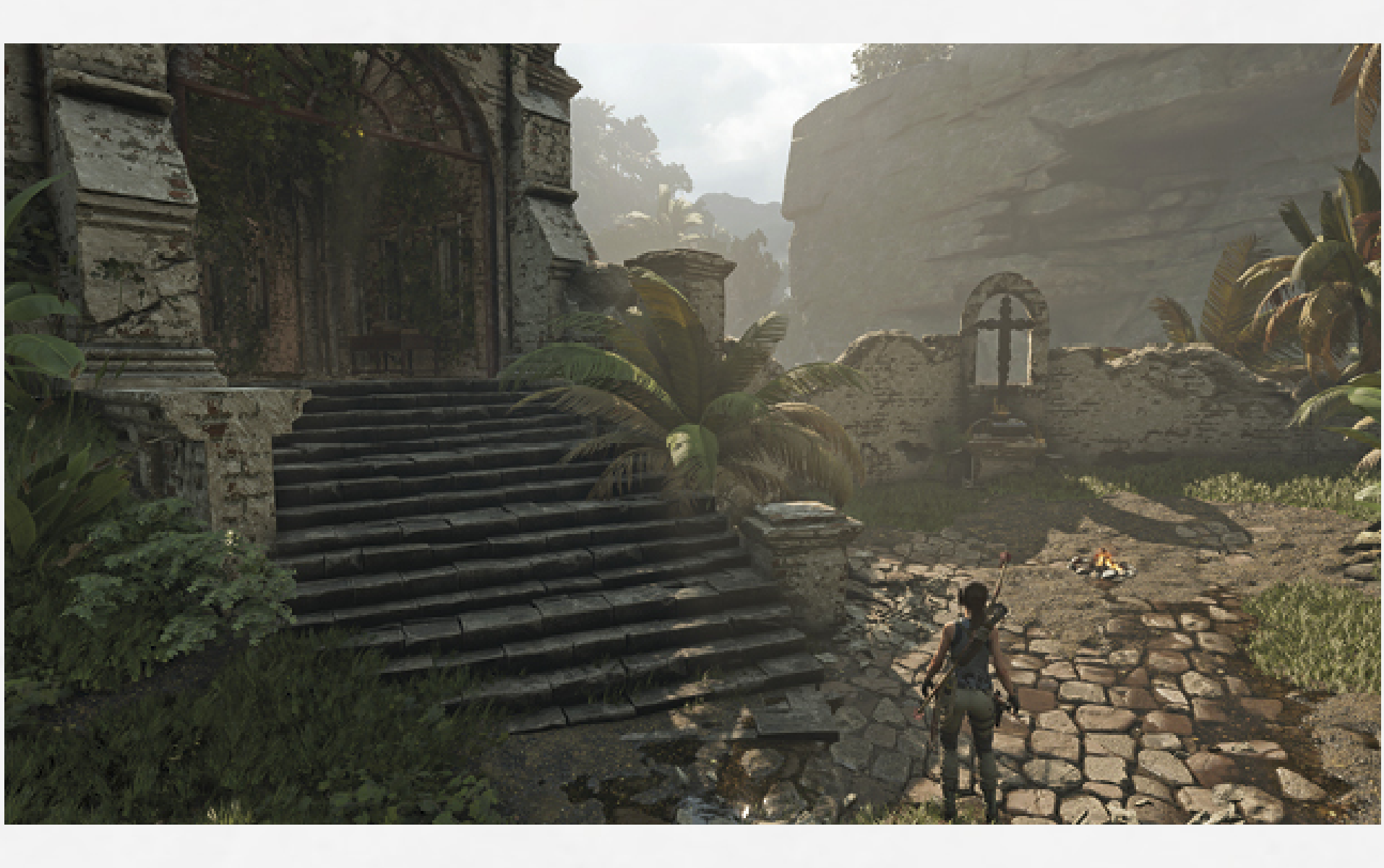
Mission of San Juan - Challenge Tombs

LOCATION: *SOUTH OF MISSION OF SAN JUAN BASE CAMP*


LOCATION: SOUTH OF MISSION OF SAN JUAN BASE CAMP
SKILL EARNED: KINICH AHAU'S BOON
1 TREE OF LIFE
A
B
C
D
E
FF
GF

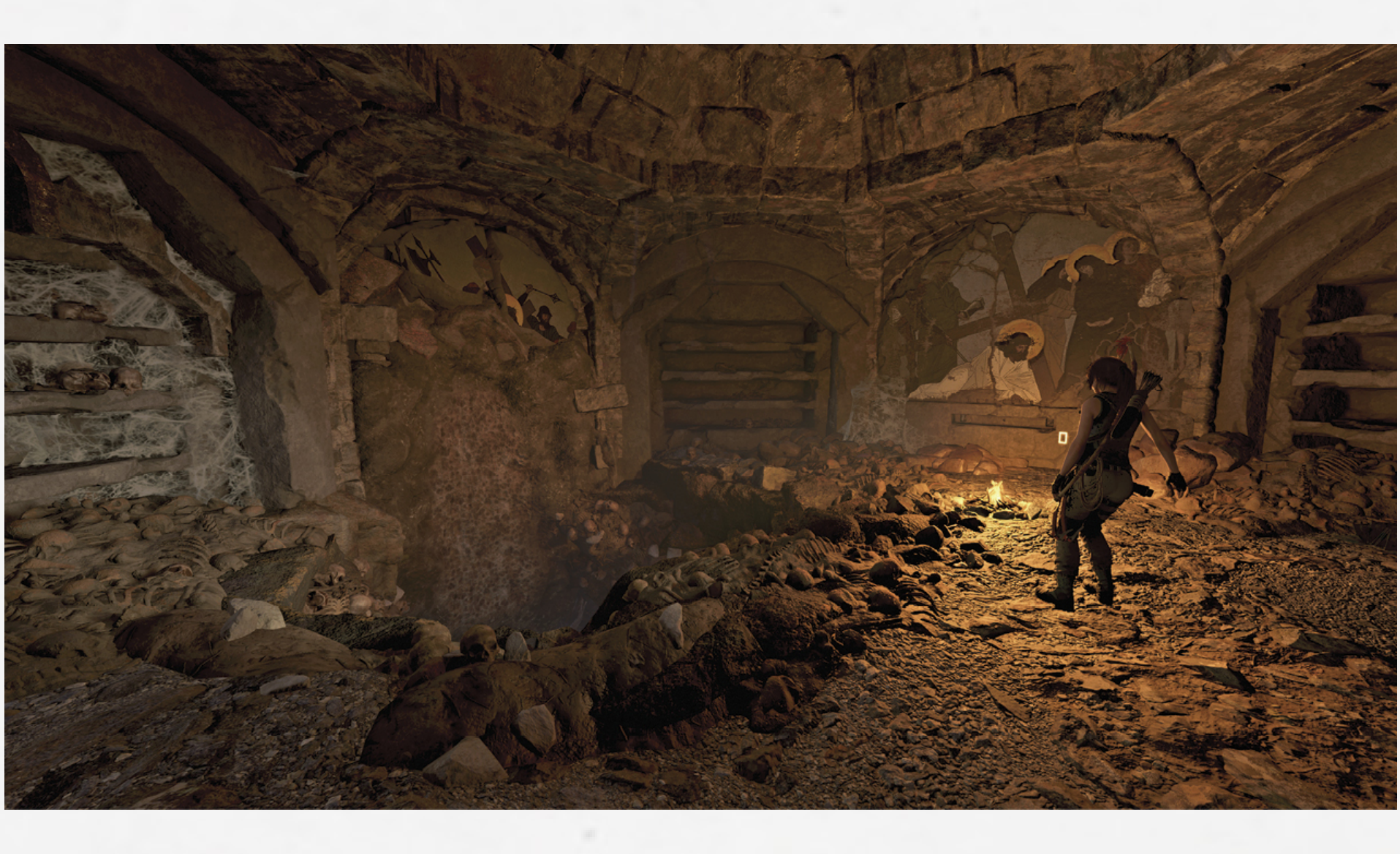
ACCESS THE TOMB

The Tree of Life Challenge Tomb is accessed through the jungle, south of the Mission of San Juan Base Camp. Move east and south from the camp, dropping into the lower area. Remain alert, as jaguars may attack as you pass through. Squeeze through the gate and climb the steps to reach the Deserted Cloister Base Camp.



THE TOMB BASE CAMP

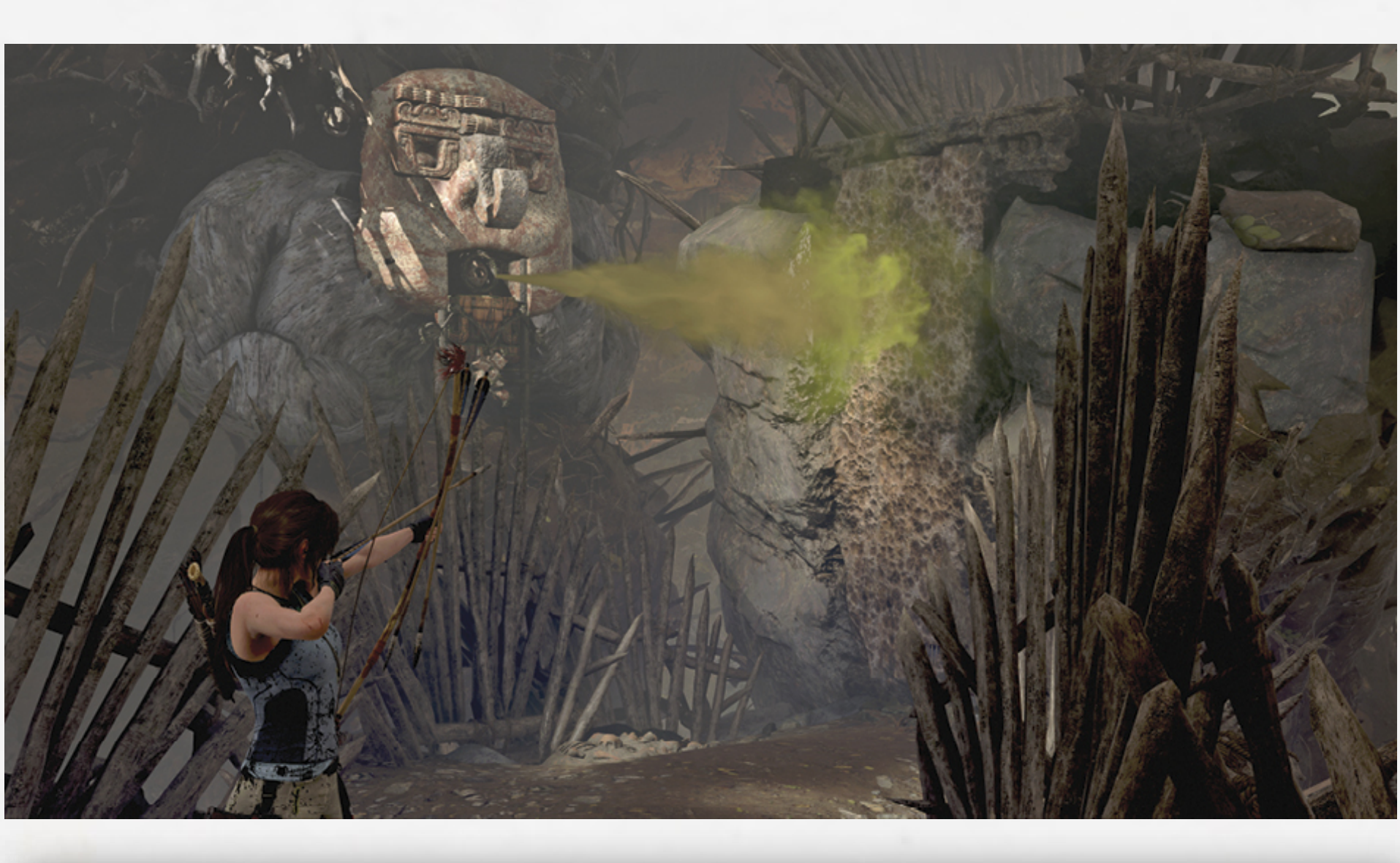
Enter the tower and follow the corridor until you reach an empty shaft. Jump to the craggy surface, move down and right to the adjacent wall, and rappel down to the lower ground. Follow the path to another Base Camp, Mountain Catacombs. Jump across the nearby hole in the ground and attach to the climbable wall. Rappel into the challenge tomb and swing through the opening (1).



NAVIGATE THE DISCONNECTED PATHWAYS

This tomb is made up of numerous, disconnected pathways. Figure out how to traverse these sections in order to reach the stele and unlock a new Skill. Letters on the map indicate the order in which they're navigated: A leads to A, B to B, and so on. This can involve climbing, rappelling, swinging on a hook, or riding a platform.

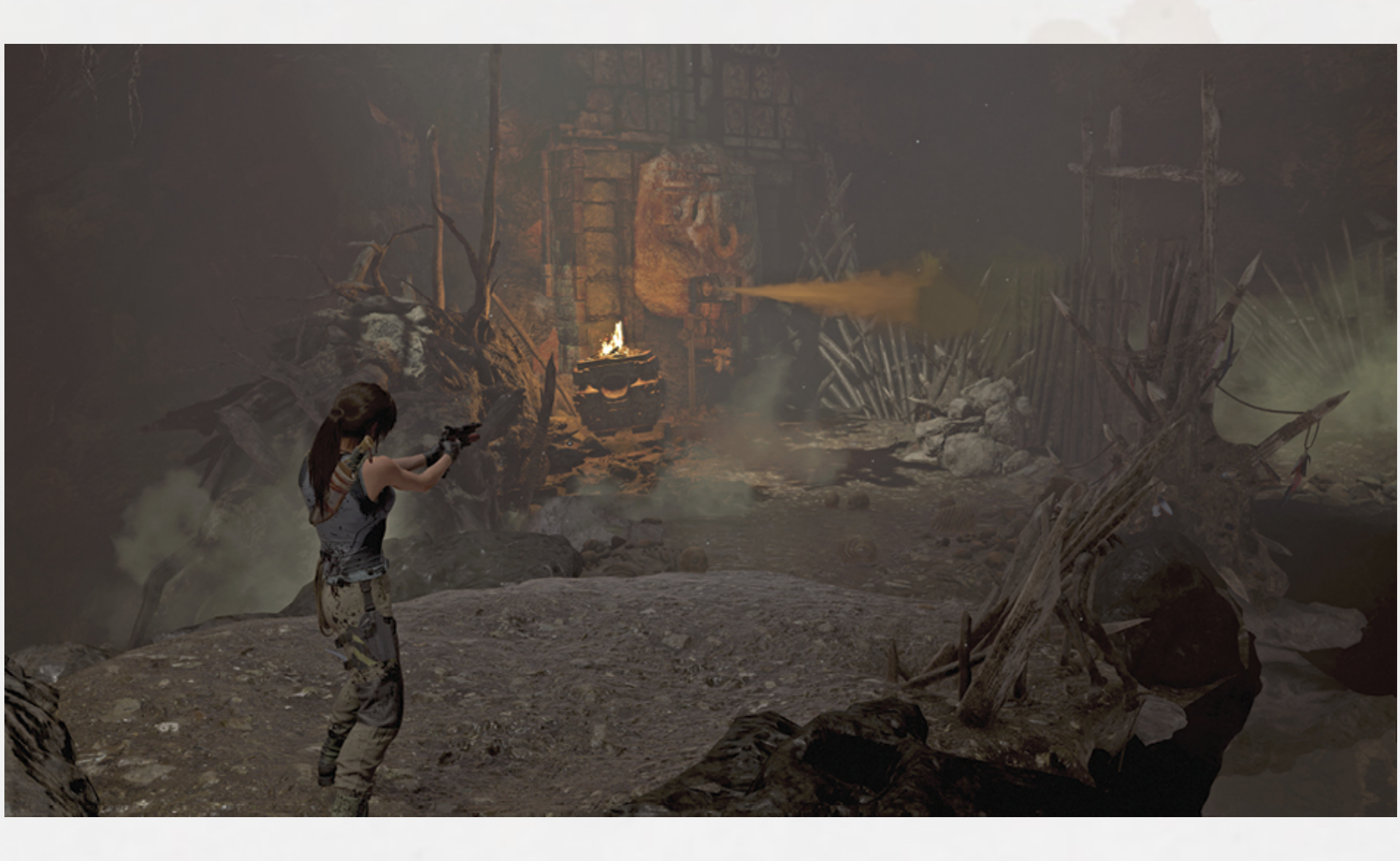
➡ Jump to the craggy surface (A), move right, and rappel down to the next section. Pull out the handgun and fire a flare round at the gas on the next wall. Quickly climb up the wall before the gas returns.



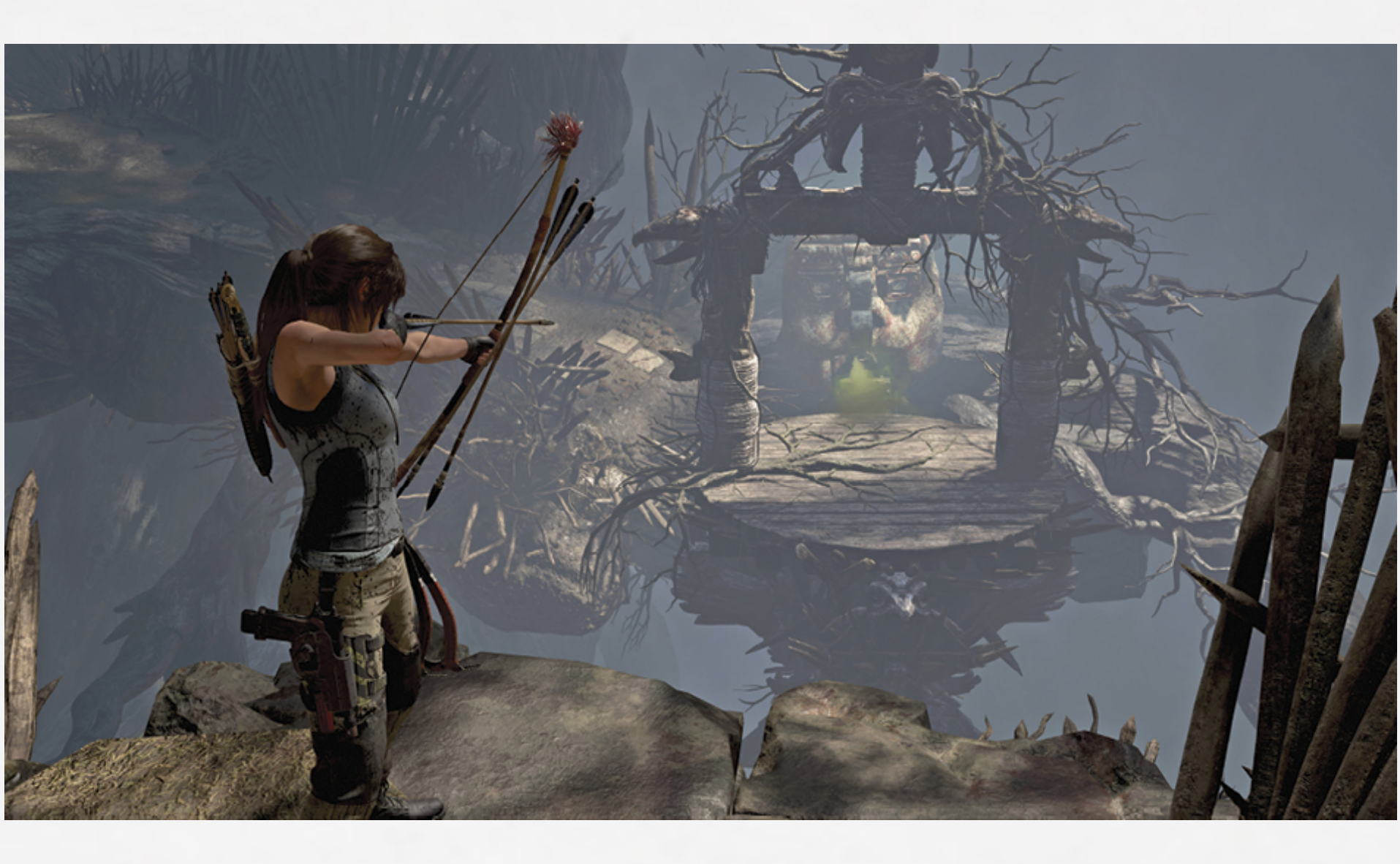
WATCH OUT FOR THE GAS

Clouds of the greenish, explosive gas are found throughout this tomb. The gas is harmful when contact is made and causes a big explosion when hit with a flare round from your handgun. When you find it along your path, such as with this first cloud, eliminate it from a distance and quickly move past. After a short period, it begins to spew again. To solve many of the puzzles within the tomb, you must ignite the gas in order to move a platform. Again, shoot from a safe distance to avoid taking unnecessary damage. Whenever possible, craft the maximum number of flare rounds. That way you're always able to collect the black powder and fat you find along the way. Flare Rounds are also effective against charging enemies.

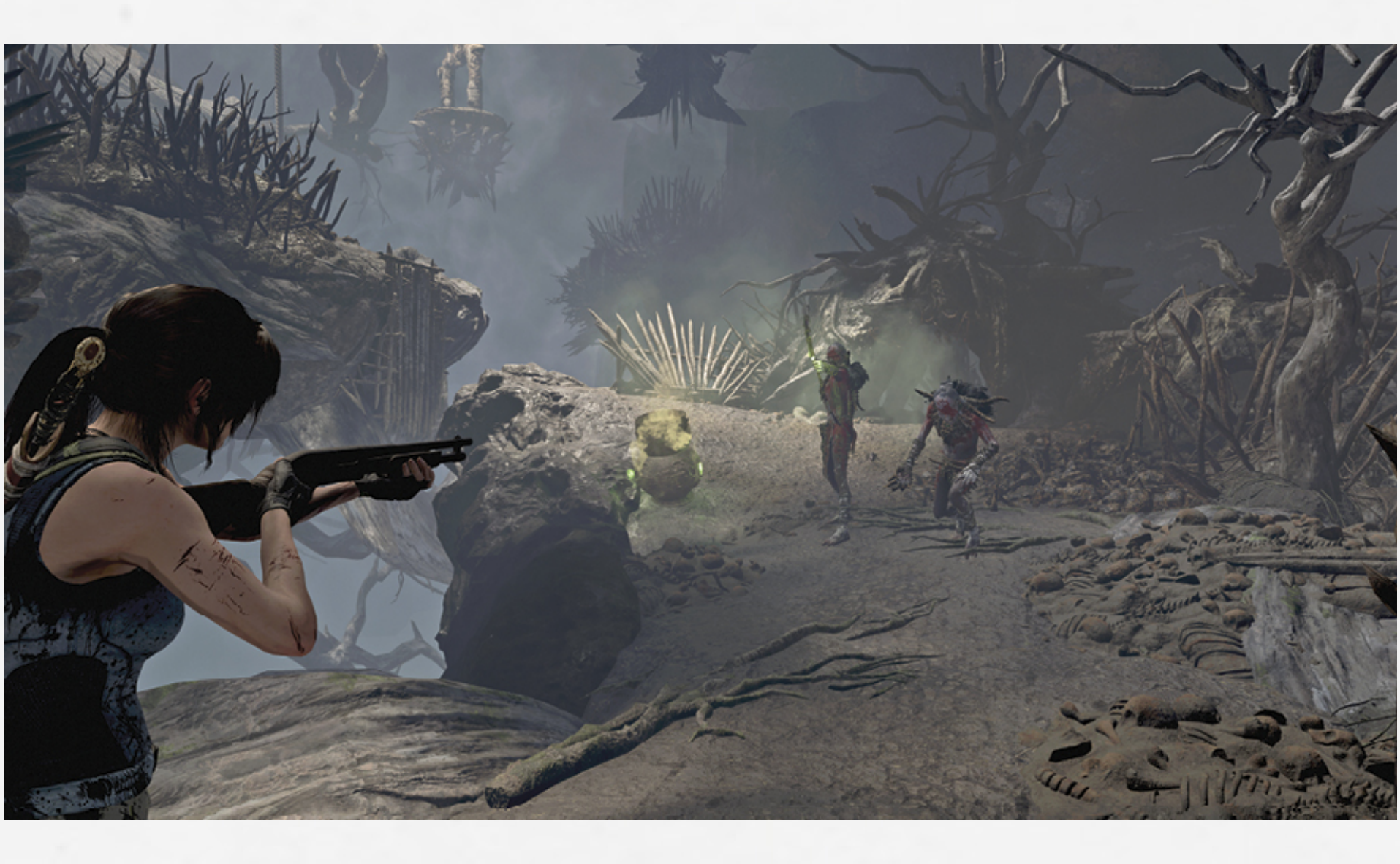
➡ After jumping off the wood ramp, use a climbing axe to destroy the barricade (3) that blocks gas from spewing out of the stone monument. Retreat to the ramp and shoot a flare round at the gas to clear the path. At the end of the new path, tether a rope between the rope above you to a coil, located on the lower level. Slide down to the ledge, shimmy right, and climb on.



➡ Move up the steps, sidestep along the narrow ledge, and use the Grapple Axe to swing from the vine to the path ahead. A tree root runs back to the left, which leads to the tomb exit. For now, jump off the far end and rappel down from the craggy wall to reach the trail below. Scramble through the opening to get a good view of the rest of the tomb, the Tree of Life. Spot the round platform below. These platforms are used throughout the tomb and often require an explosion to get them moving. Fire a flare round at the gas (4) on the other side of the platform to get it moving your way. Quickly hop on as it gets close, and hop off to the left when it returns to its original position.

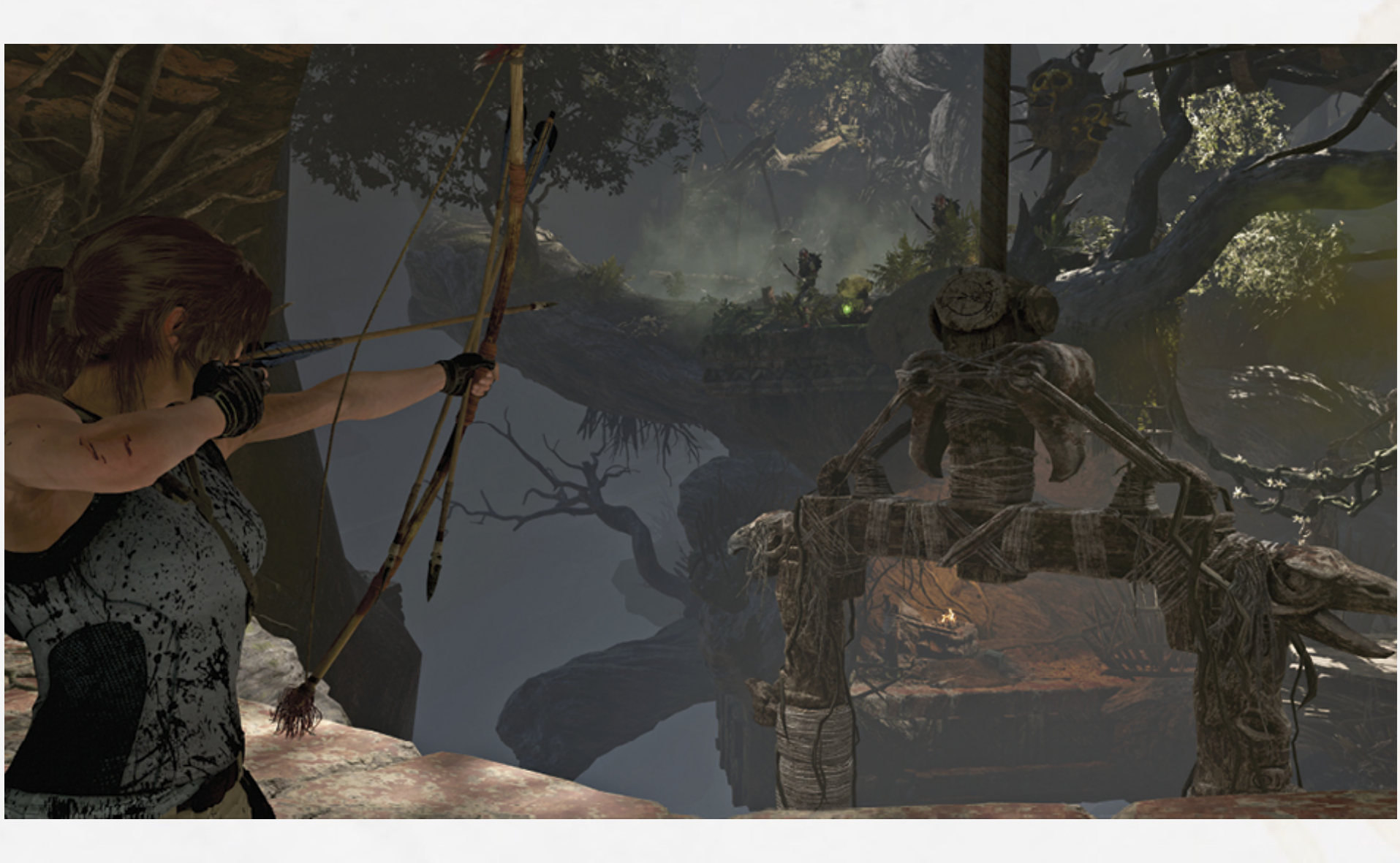


➡ Follow the trail down to the left until you reach another barricade (5) and destroy it. This attracts a group of Yaaxil. Quickly look back down the path you just followed, pull out a weapon, and shoot the cauldron. Finish off the remaining enemies, including an archer that stands on the ledge above. Move to his position and then left.



➡ Fire a flare at the gas that was just released to send a moving platform up to your level. Immediately jump on and off the far side to reach the next trail. Tightrope along the middle of the bridge, as it will tip to the side. Jump across the next platform and scramble up to the next ledge.

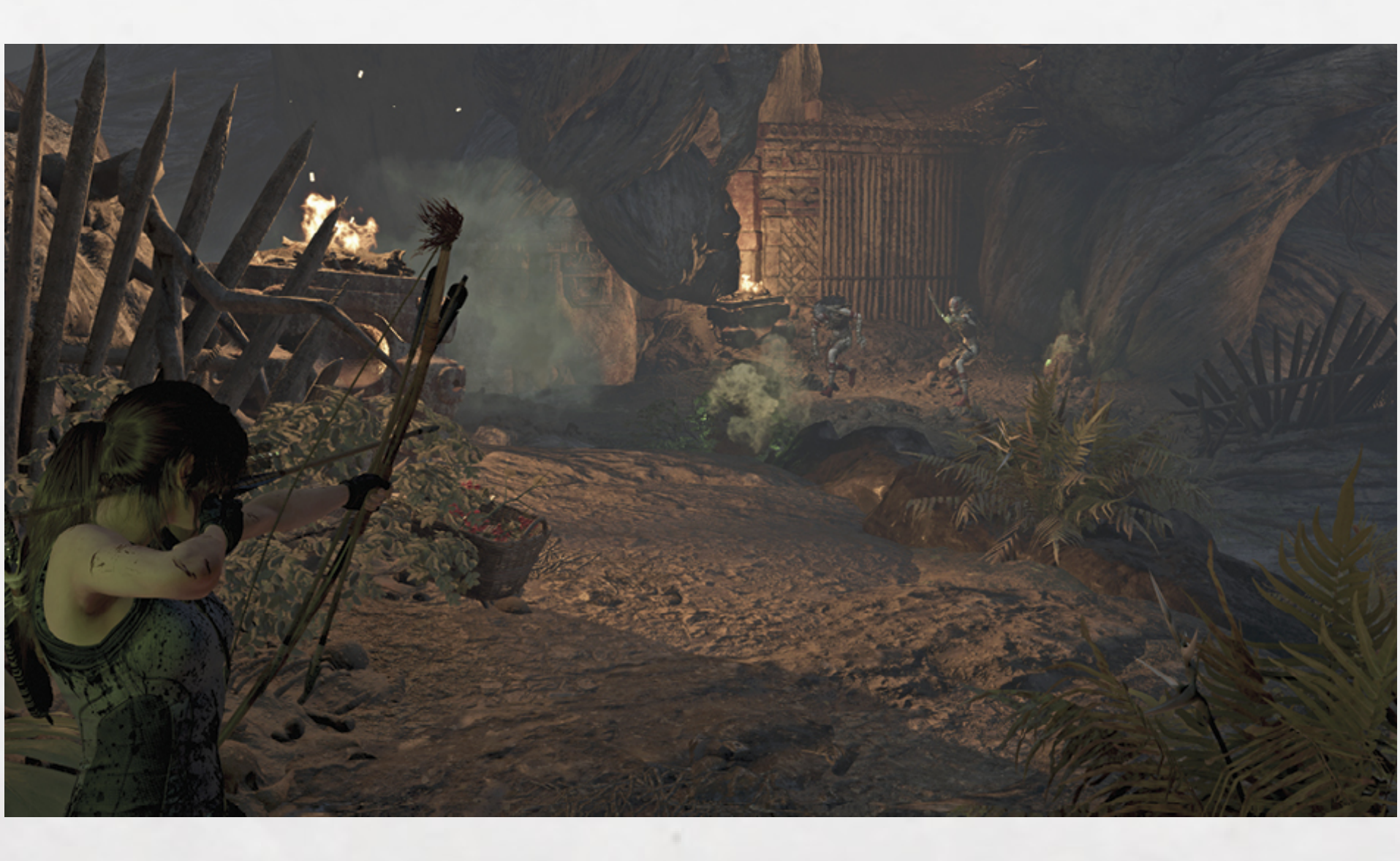
➡ Follow the trail past the wood ramp to find a platform tied to a post (6). Cut the rope and return to the ramp (B). Hop across the platform, swing on the vine, and cross another platform before climbing onto the walkway. Equip the shotgun, then destroy the barricade on the left. Turn around and kill the Yaaxil that emerges from the hole. Switch to a long-range weapon, turn right, and hit the cauldron across the way to eliminate two archers.



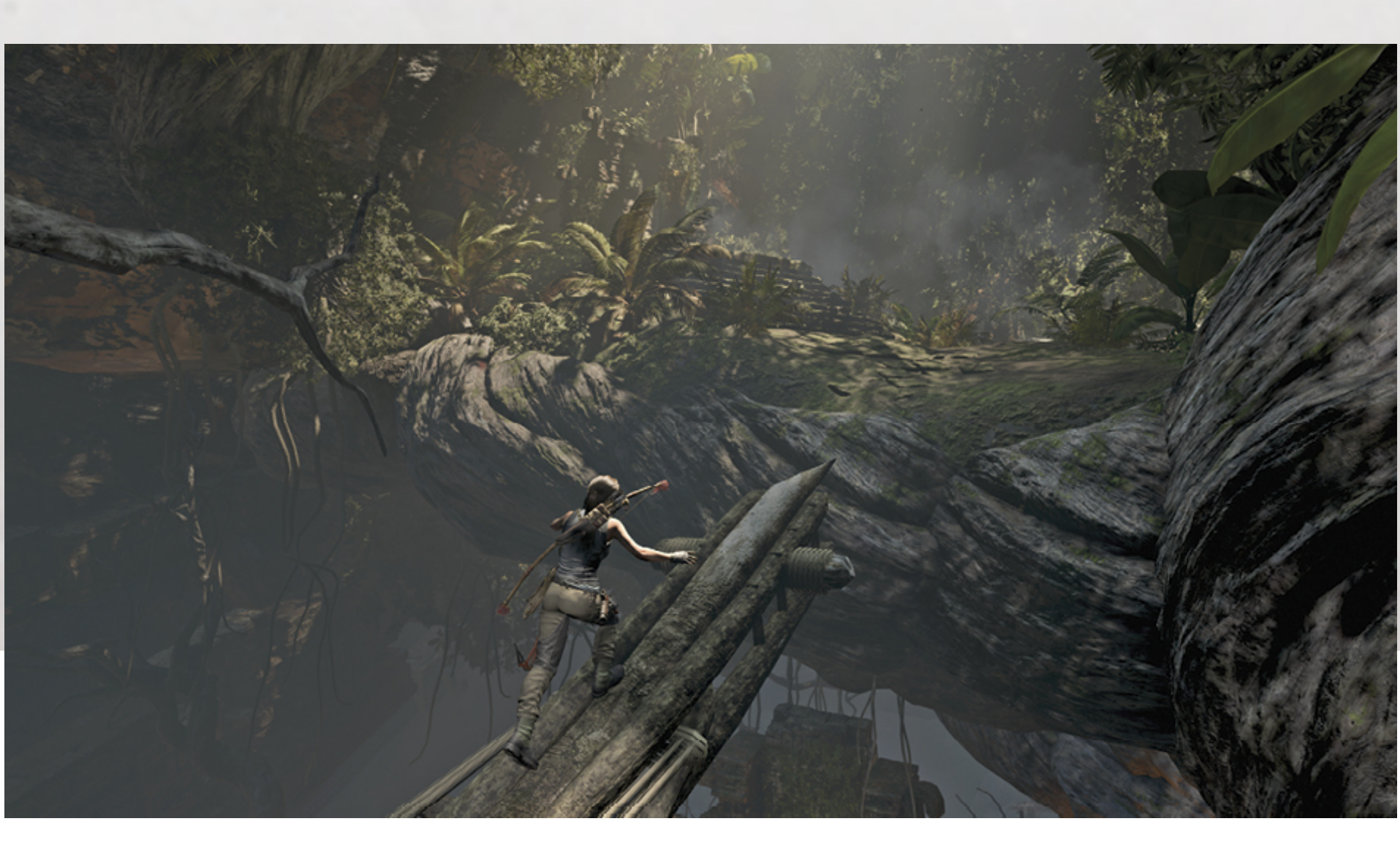
➡ Jump back across the vine to the far platform (B), turn around, and fire a flare round at the gas that was just released. Immediately turn right as the platform rises. As it reaches the top, wall-scramble up to the next level (7).

➡ Yaaxil attack as you descend the right path. Quickly detonate the gas to eliminate the two enemies and scale the craggy surface (C). Snip the rope on the left, run to the end of the path, and destroy the barricade (8).

➡ Hop across the nearby platform, swing on the metal hook, and stop at the second platform. Turn around and hit the gas with a flare round. This drops your platform to a lower level. Hop over to the ground and fight off the Yaaxil warriors and archers that show up. Use the explosive cauldrons to eliminate nearby foes. One archer shoots from the upper level, so don't let your guard down.



➡ Climb the wall and move right to return to the earlier path. Follow it all the way around to the right. Jump off the wood ramp (D) and tightrope across the bridge created by the two platforms. Interact with the stele (10) on the left to complete the tomb and earn a new Skill.



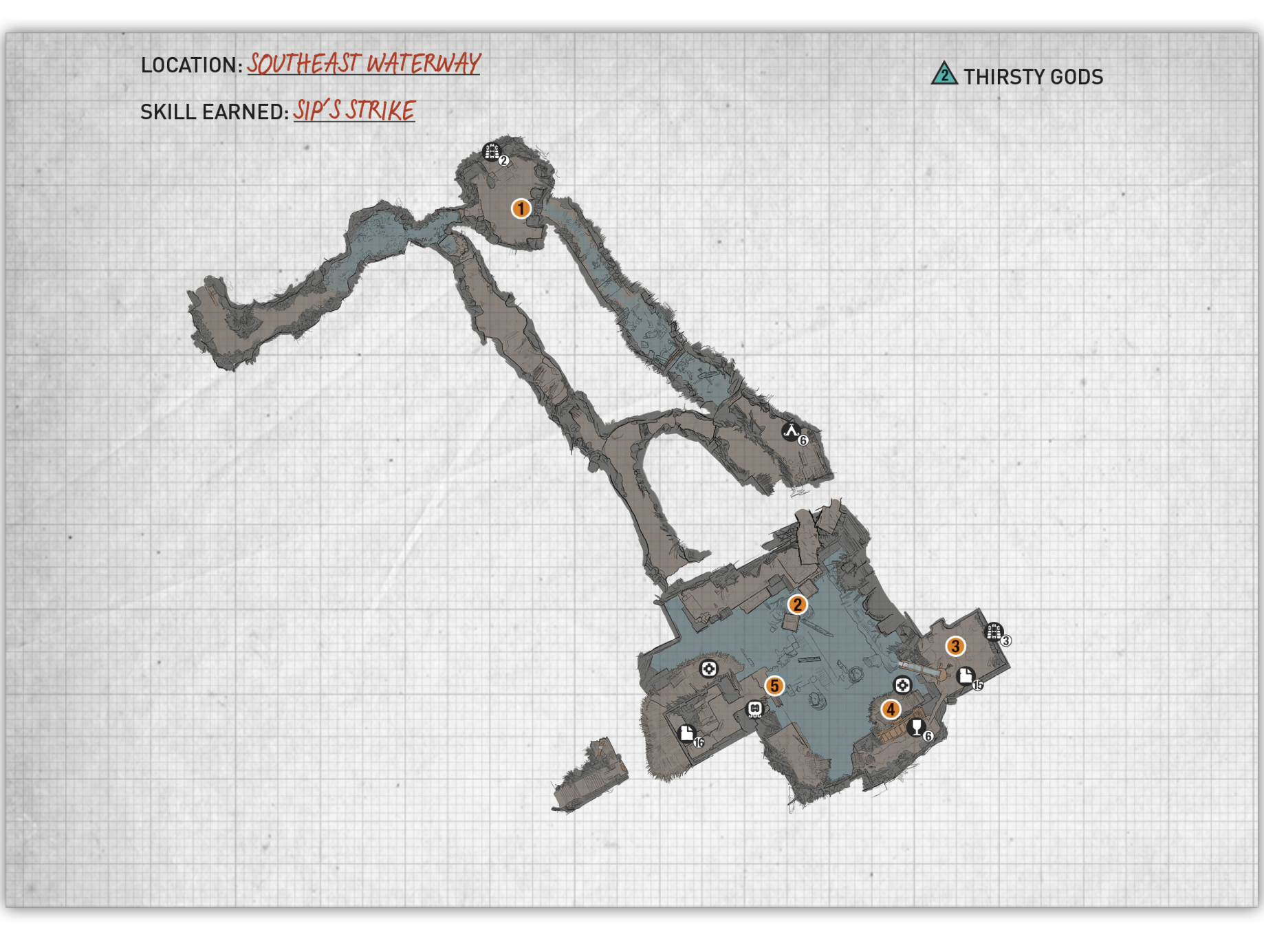
EXIT THE TOMB

➡ At the wood ramp (E) on the right, tether a rope to a point on a tree down to the right and slide down. At the end of the left trail, hop over to the craggy surface (F) and rappel down. Tether another rope between the rope coil ahead and another in the distance. This takes you back to the exit mentioned earlier.

➡ Follow the root along the right trail, wall-scramble up to the next ledge, and climb the ladder ahead. Slide (9) down to the distant path. Scramble and climb to the narrow ledge (G), then jump left to a climbable cliff face. Scale up to a shelf and shimmy right around the corner. Leap right to another craggy surface, then transfer to the overhang. Press Up and jump to a pathway above (G).

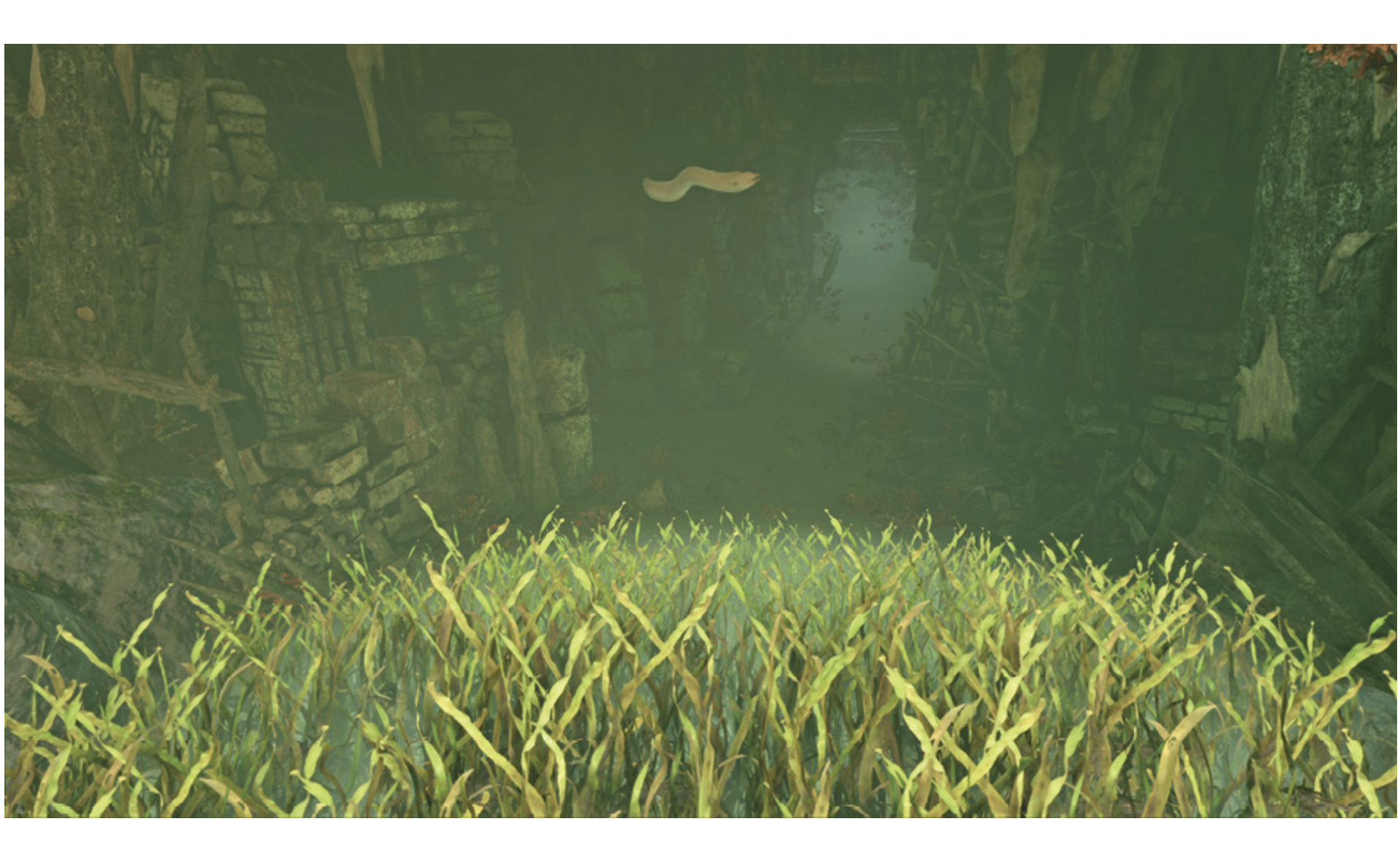
➡ Jump and scramble up two more ledges, and walk across the roots. Leap to the climbable wall and move left to the far end. Jump left and use your climbing axe to bust through the weak wall (10) to return to the Mountain Catacombs Base Camp.

LOCATION: *SOUTHEAST WATERWAY*

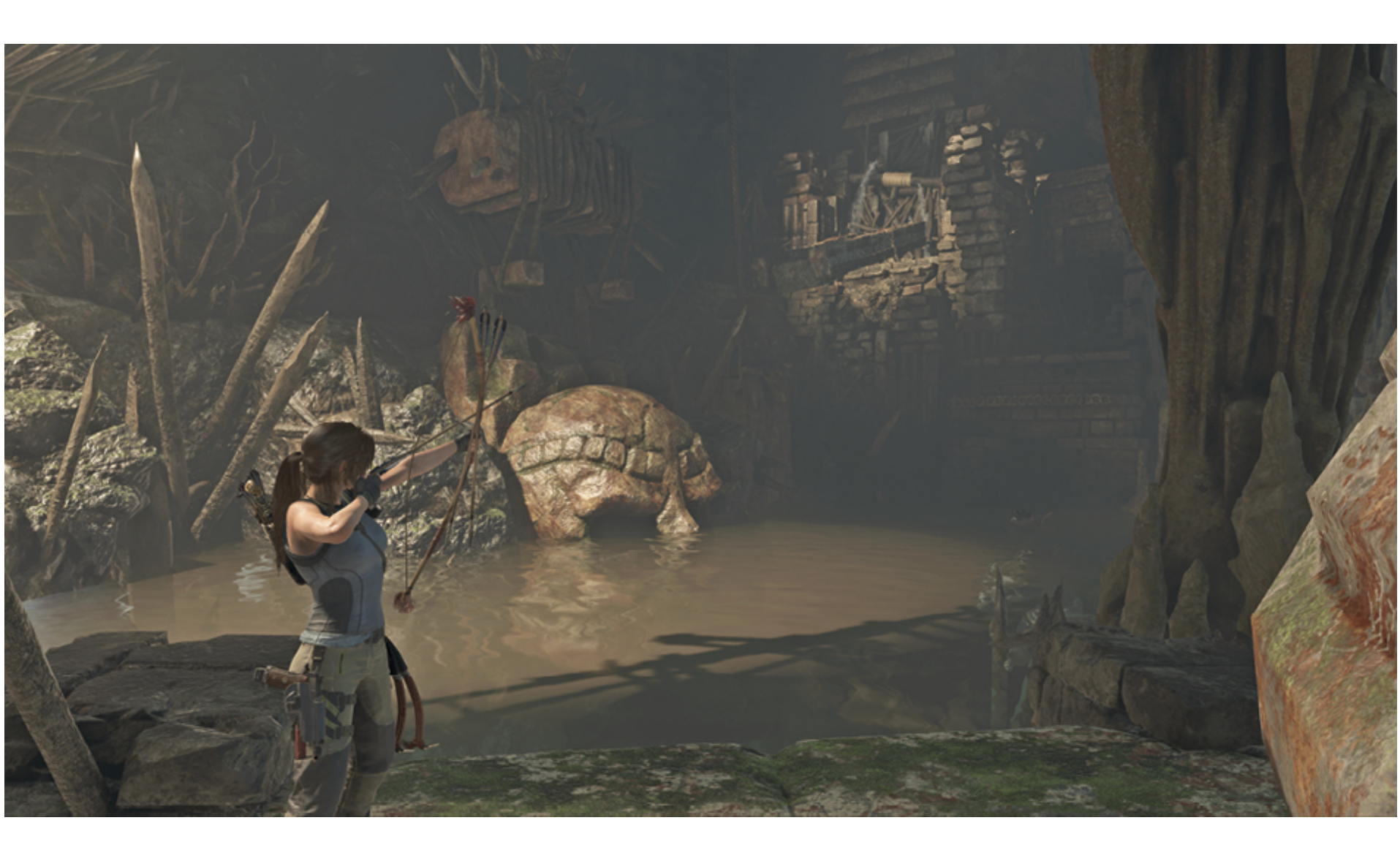


ACCESS THE TOMB

Find the waterway southeast of the mission and dive in. Watch out for the moray eel as you swim to the south side. Run through the valley, watching for a tripwire just after the mud begins. Continue to follow the floodwaters until you're swimming, then dive underwater.



Surface when you see the light above, then scramble up the wall. Dive into the water and swim to the stone floor on the left. Search the platform before aiming your bow at a rope coil on the far wall. Pull the barrier down to drain the water. Wade through the large skull (1).



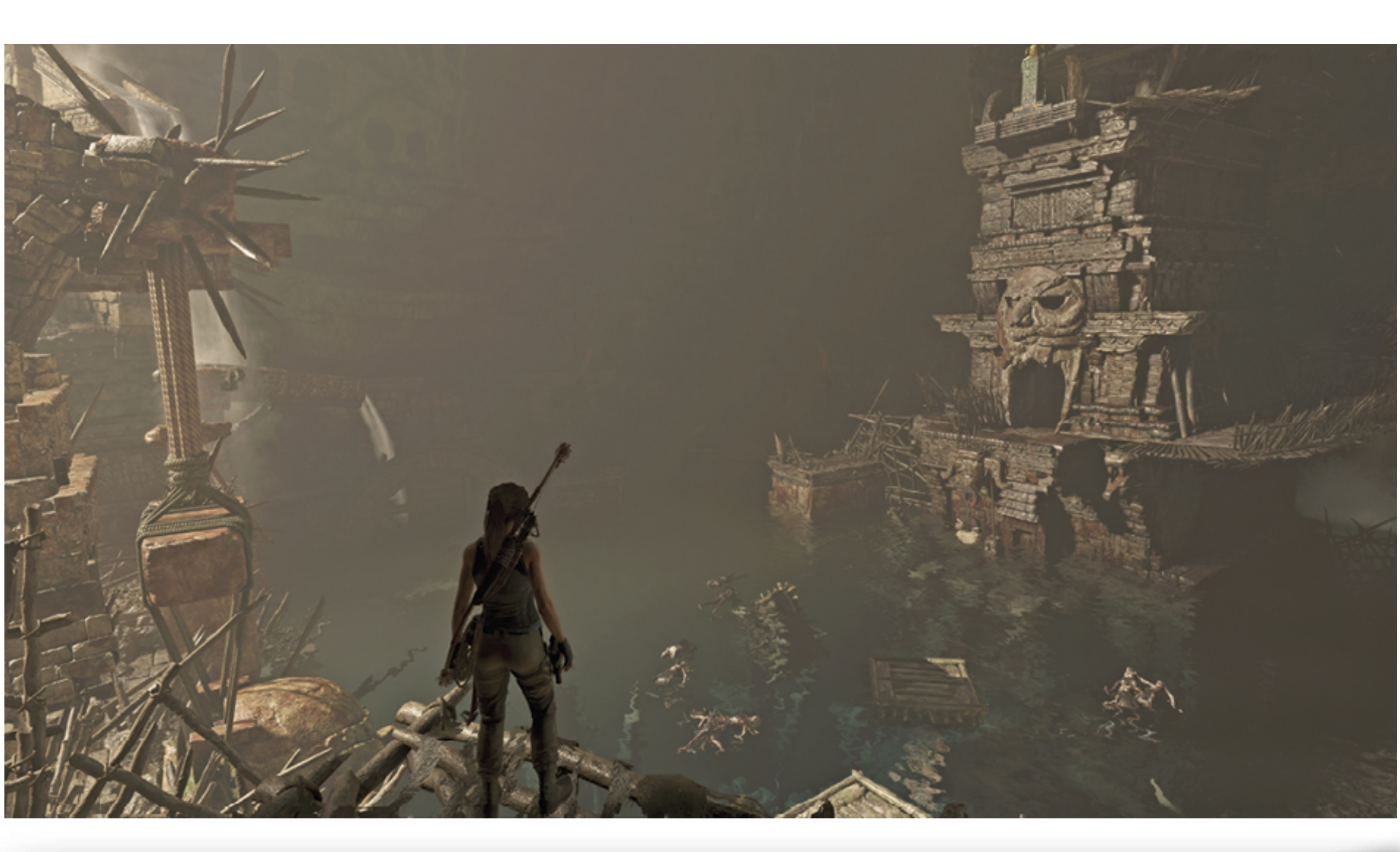
THE TOMB BASE CAMP

Slide downhill, dodging right to avoid the wood spikes. Dive underwater and squeeze through the crack in the far wall. Dive and spot the raft tied to the floor. Cut the rope and climb onto the raft once it's flattened out. Wall-scramble up to the pathway, which leads to the Flood Basin Base Camp. Scramble and climb up the wood rods, then crouch through the tunnel.

OPEN THE GATE

The stele sits high on the tower ahead, but the underwater gate is shut tight. The water below is full of schools of piranhas, so be careful as you swim. Always fast-swim, and know where the nearest raft is located, in case you must escape the water in a hurry.

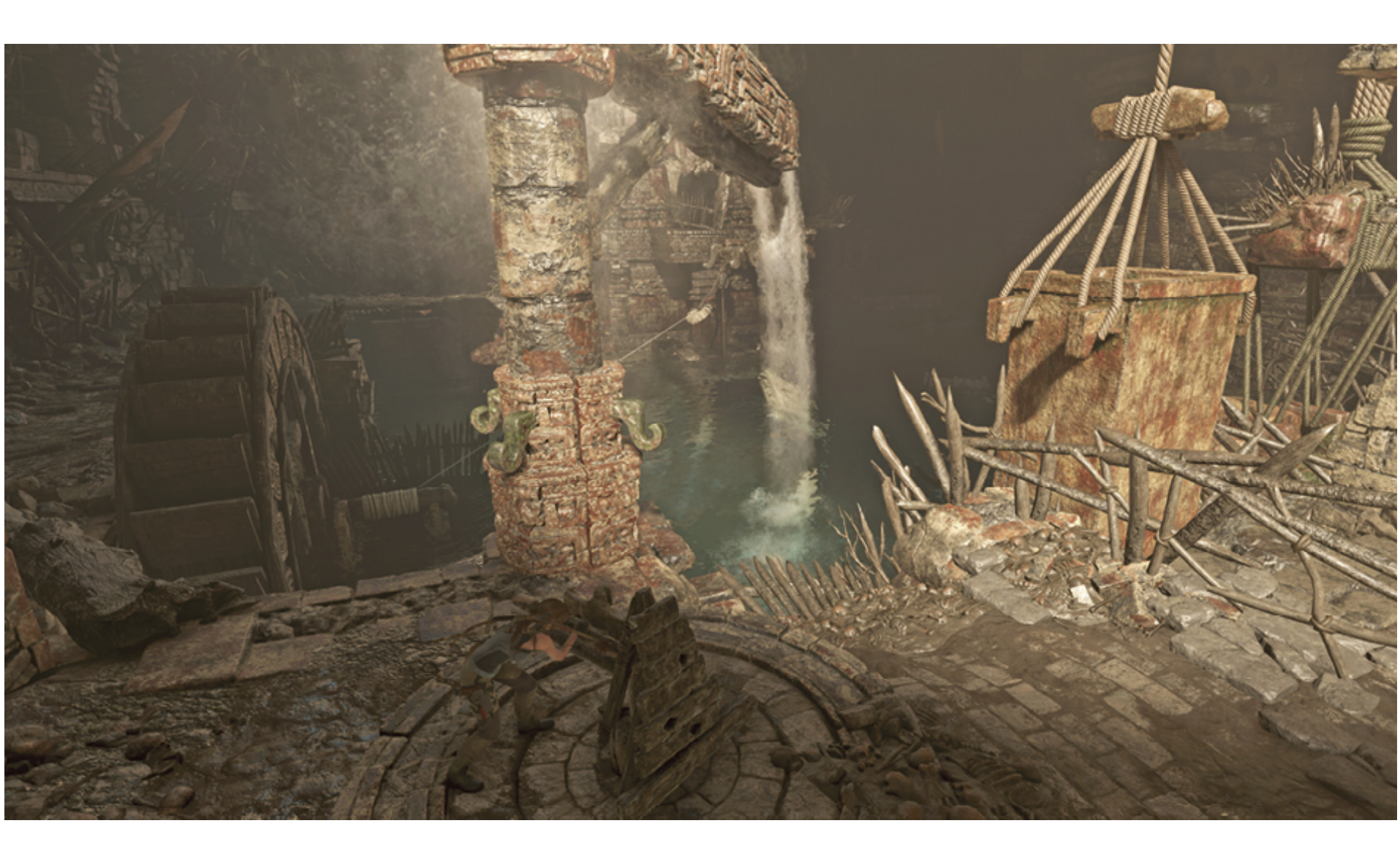
Dive into the water and immediately climb onto the nearest raft (2). Fast-swim toward the rope-wrapped anchor connected to the gate. Dive underwater and enter a hole in the wall just left of the gate to find a rope tied to a raft. Cut the rope, then climb onto the raft. Hop onto the walkway on the left and follow it all the way around to the back of the cavern.



COLLECTIBLES IN THE AREA

Before solving the puzzle, search the area around the lever, jump into the water next to the waterwheel, and dive straight down to find a doorway. Swim through the short corridor and collect the valuables inside the chamber. Quickly swim back out.

A circular lever (3) rotates the headrace that supplies water into the cavern. On the right, a bucket hangs from the ceiling. On the left, a waterwheel sits motionless.



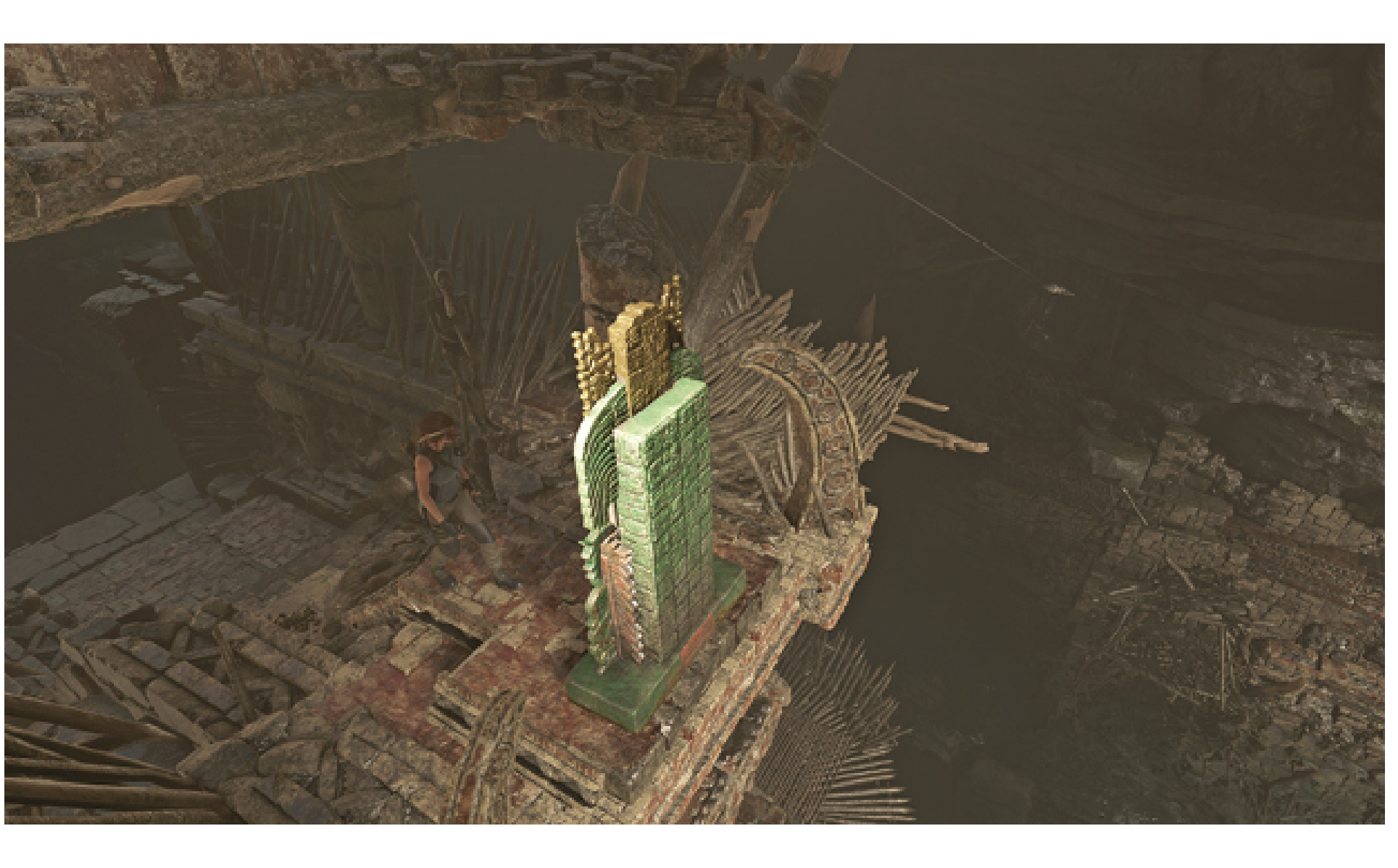
➡ Push the lever clockwise to move the headrace to the right. Line it up over the square bucket, and the water level lowers.

➡ Hop down left of the headrace pillar and approach the rope coil (4) as it's exposed by the lowering water. Tether a rope between it and the rope-wrapped anchor (5). Wall-scramble back up to the lever.

➡ Pull the lever counterclockwise until the water starts to turn the waterwheel. Wait for the gate to be fully lifted, then push the lever so the water no longer falls on the wheel. If you let the wheel turn for too long, the rope snaps.

CLIMB THE TOWER

Follow the walkway back around and jump over to the gate. Dive through the entrance. Scramble up the inner wall and follow the pathway around the outside of the tower. On the backside, wall-scramble and climb the steps to reach the stele.



EXIT THE TOMB

Follow the walkway to the left and ride the zipline down as it drops you into a downward slide. Scramble up the wall, jump the gap, and continue along the trail until Lara slides down another hill and falls back into the water. Dive underwater and fast-swim through the underwater cave. Attempt to avoid the moray eel, but if you get caught in its grasp, rapidly tap the Interact button to escape. Continue forward until you can surface after the same large skull you entered earlier.

Chapter 8: Mission of San Juan

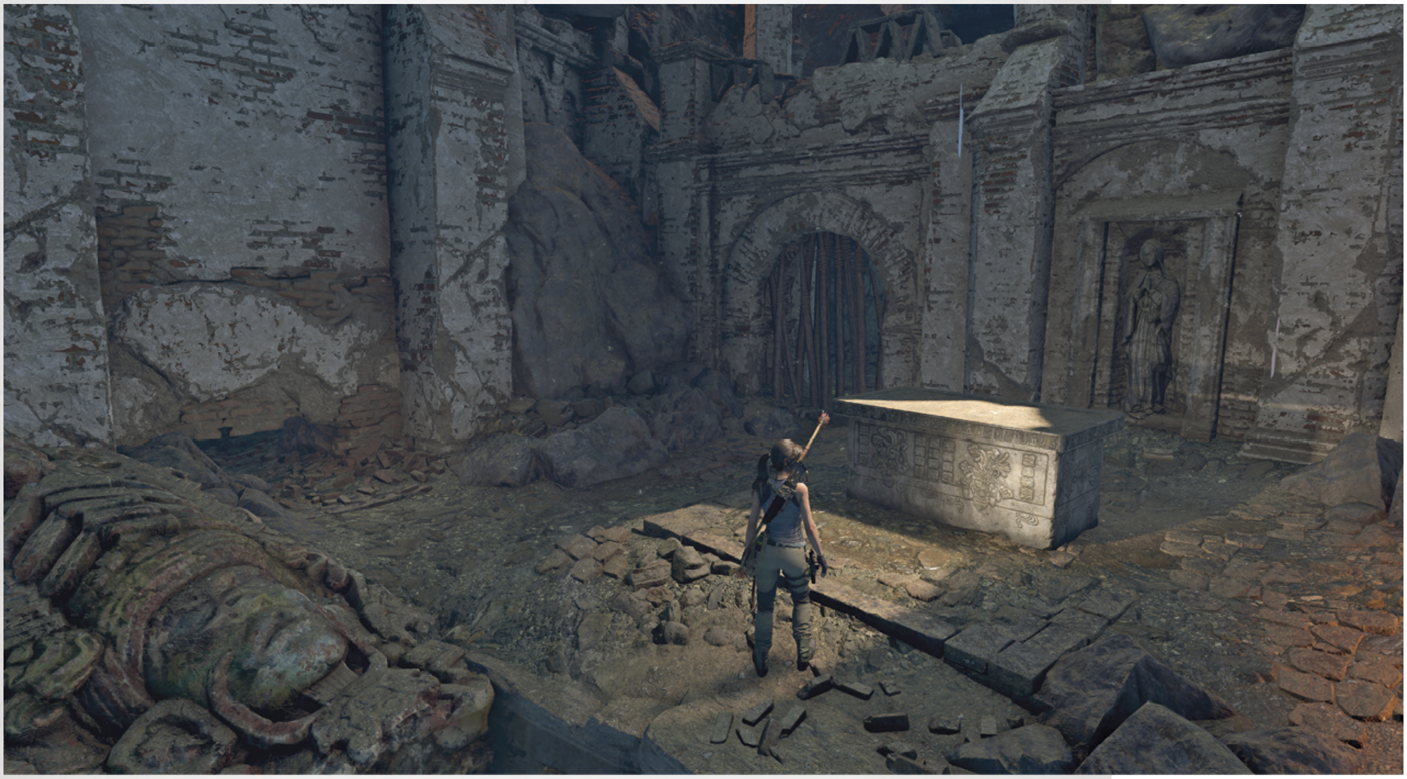
Mission of San Juan - Crypts

1 HUASCAR, THE SYNCRETIST

LOCATION: *SOUTHWEST OF MISSION*
TREASURE: *VESTIGE:KANTU'S GILDED CORSET*

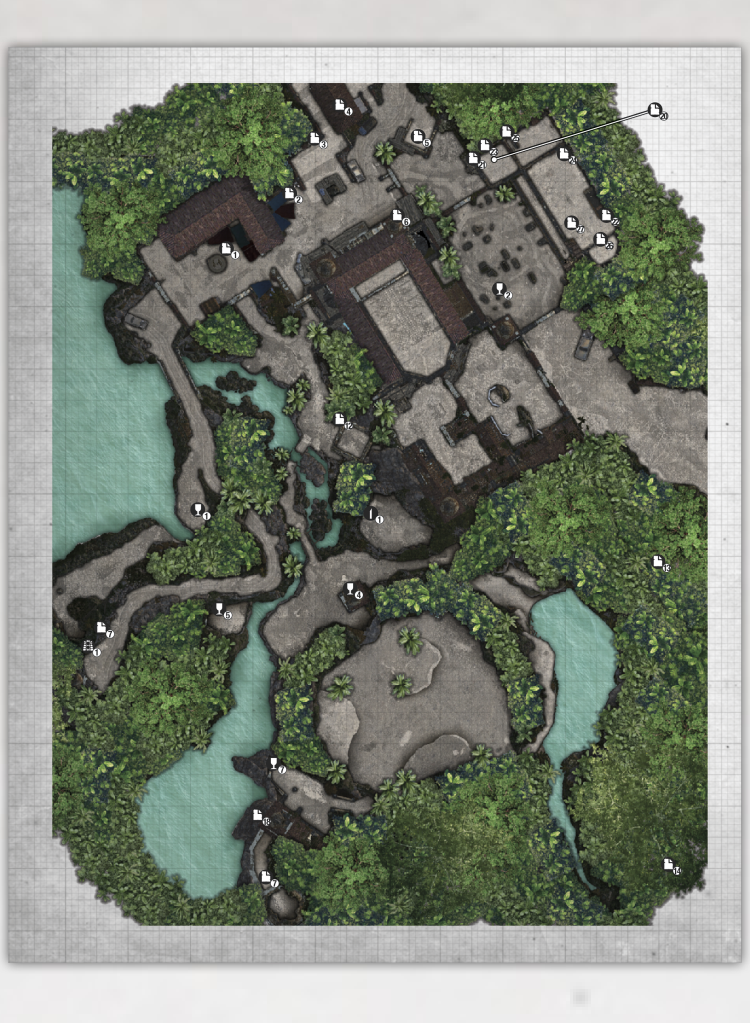
The crypt is discovered while searching for Isabela during the side mission “How Sweet the Sound.”

Speak to Guillermo, who stands near Sara, south of the mission. Refer to the walkthrough for this quest for details on how to find the crypt and the treasure inside.



Chapter 8: Mission of San Juan

Mission of San Juan- Artifacts

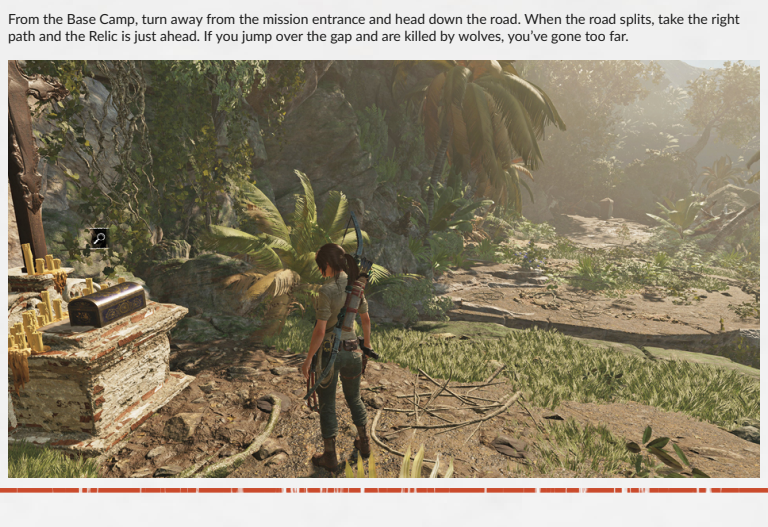


01 RELIC

FADED WRITING

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

From the Base Camp, turn away from the mission entrance and head down the road. When the road splits, take the right path and the Relic is just ahead. If you jump over the gap and are killed by wolves, you've gone too far.

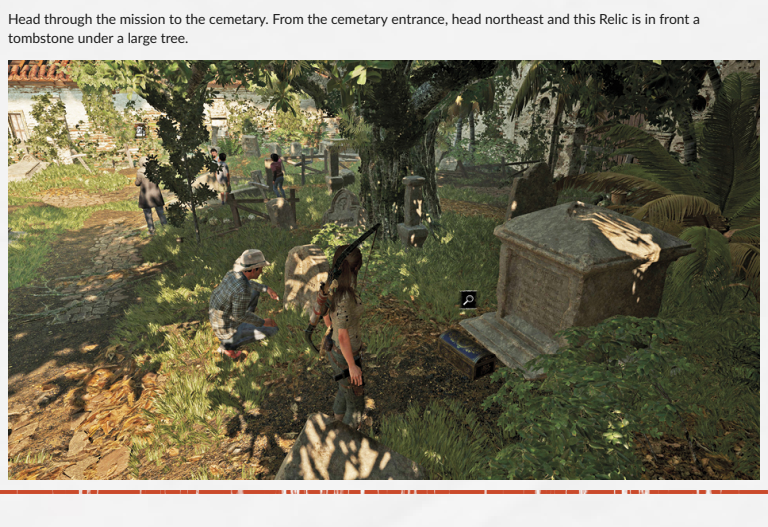


02 RELIC

SLAVE COLLAR

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

Head through the mission to the cemetary. From the cemetary entrance, head northeast and this Relic is in front a tombstone under a large tree.

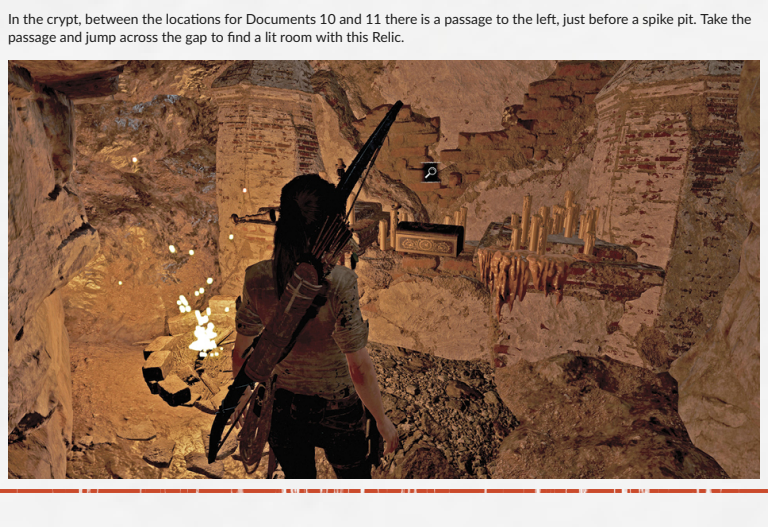


03 RELIC

WHEEL-LOCK PISTOL

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

In the crypt, between the locations for Documents 10 and 11 there is a passage to the left, just before a spike pit. Take the passage and jump across the gap to find a lit room with this Relic.

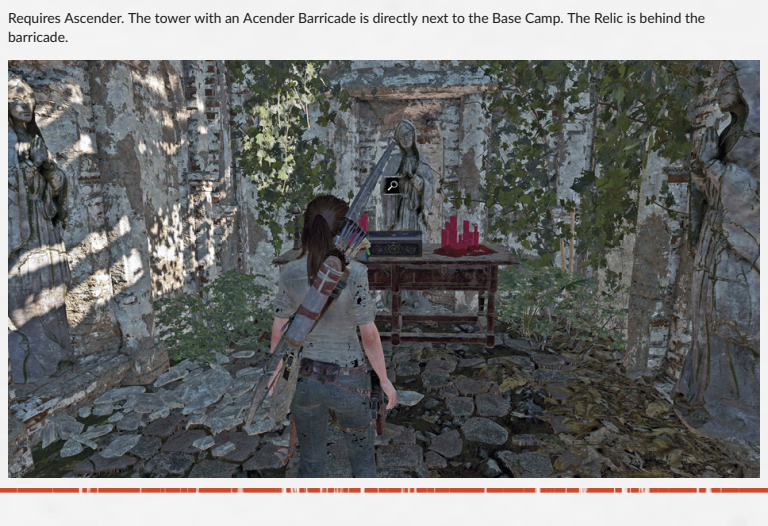


04 RELIC

OLD TOME

- **Dialect: N/A**
- **Nearest Camp: Ruined Tower**

Requires Ascender. The tower with an Acender Barricade is directly next to the Base Camp. The Relic is behind the barricade.

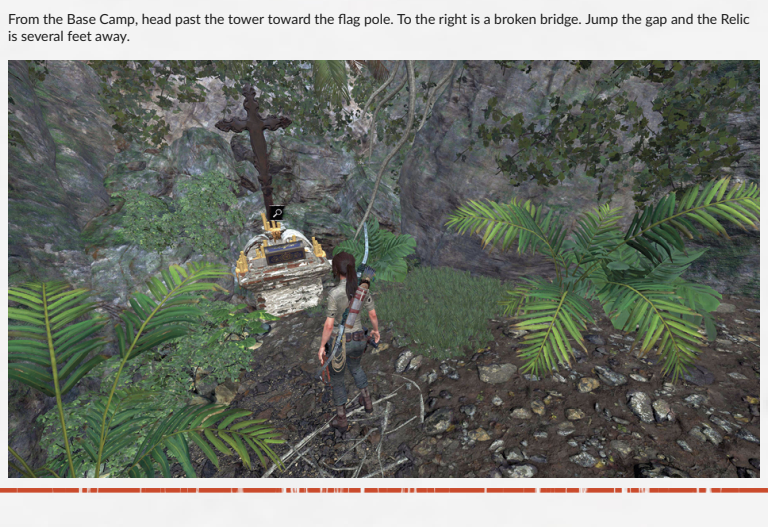


05 RELIC

DECORATED CRUCIFIX

- **Dialect: N/A**
- **Nearest Camp: Ruined Tower**

From the Base Camp, head past the tower toward the flag pole. To the right is a broken bridge. Jump the gap and the Relic is several feet away.

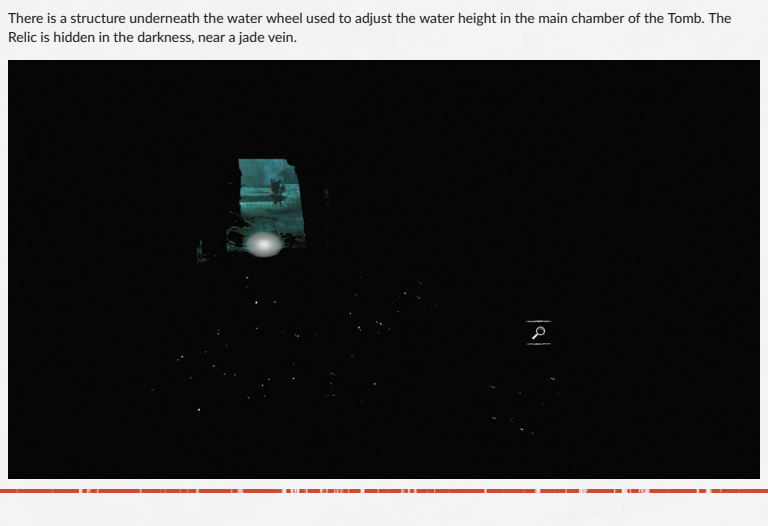


06 RELIC

PRIMITIVE DOLL

- **Dialect: MAM**
- **Nearest Camp: Flood Basin**

There is a structure underneath the water wheel used to adjust the water height in the main chamber of the Tomb. The Relic is hidden in the darkness, near a jade vein.

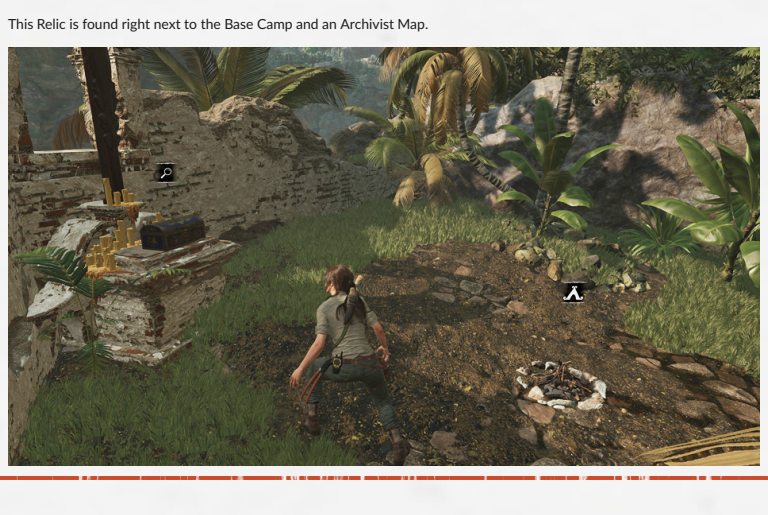


07 RELIC

MISSION OF SAN JUAN

- **Dialect: N/A**
- **Nearest Camp: Deserted Cloister**

This Relic is found right next to the Base Camp and an Archivist Map.

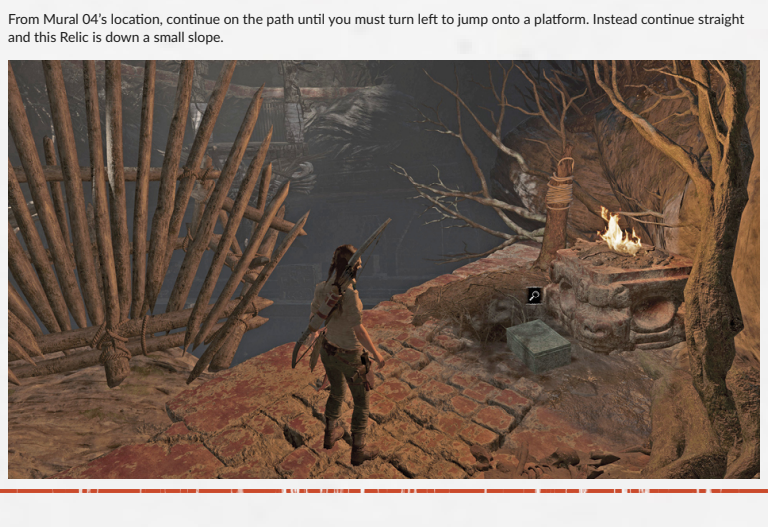


08 RELIC

PRIMITIVE DOLL

- **Dialect: MAM**
- **Nearest Camp: Deserted Cloister**

From Mural 04's location, continue on the path until you must turn left to jump onto a platform. Instead continue straight and this Relic is down a small slope.

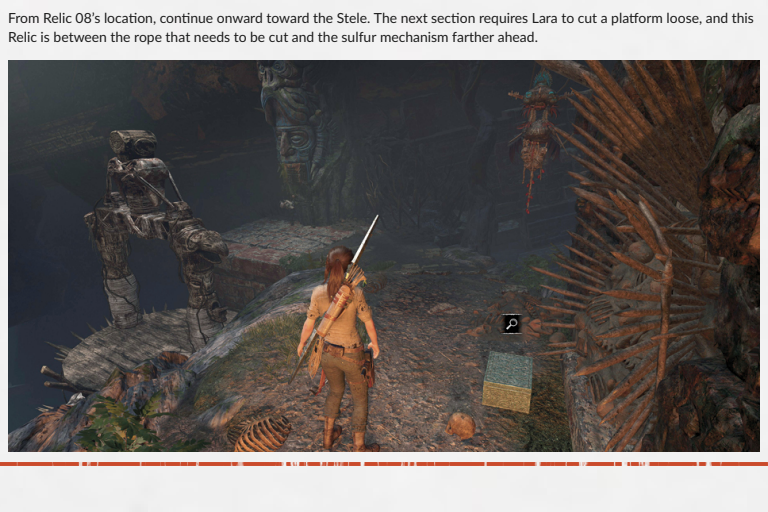


09 RELIC

PRIMITIVE DOLL

- **Dialect: MAM**
- **Nearest Camp: Deserted Cloister**

From Relic 08's location, continue onward toward the Stele. The next section requires Lara to cut a platform loose, and this Relic is between the rope that needs to be cut and the sulfur mechanism farther ahead.



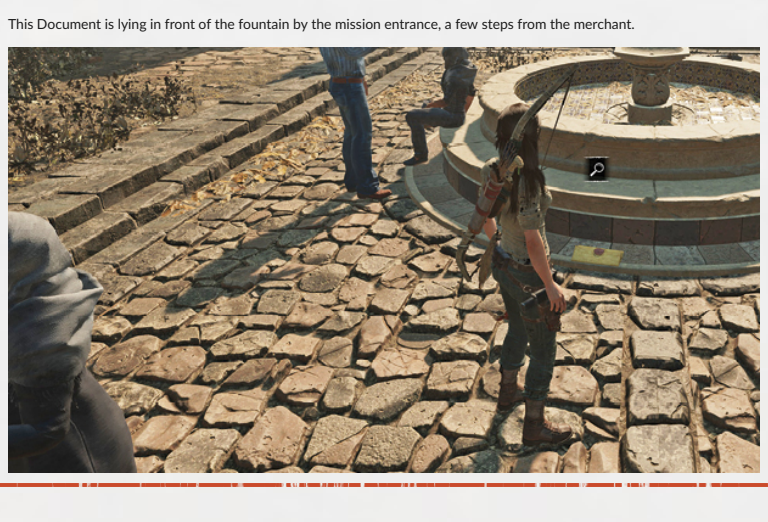
DOCUMENTS

01 DOCUMENT

DISASTER UPON DISASTER

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

This Document is lying in front of the fountain by the mission entrance, a few steps from the merchant.

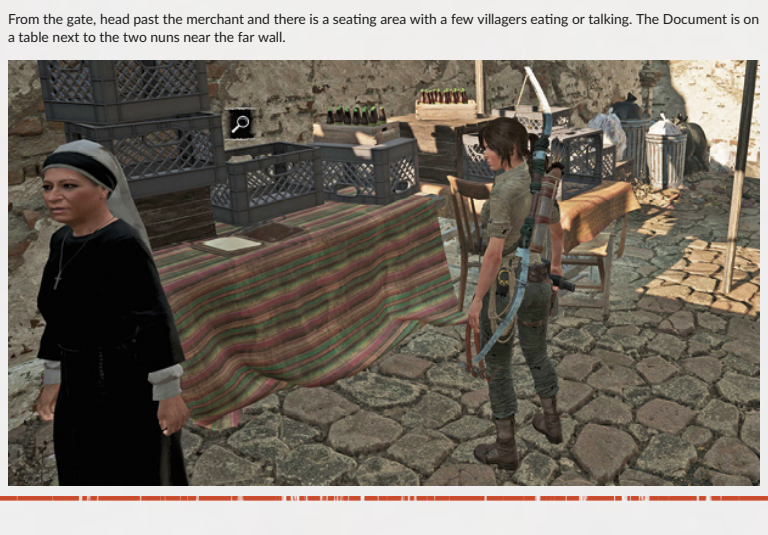


02 DOCUMENT

MISSION OF SAINT JOHN

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

From the gate, head past the merchant and there is a seating area with a few villagers eating or talking. The Document is on a table next to the two nuns near the far wall.

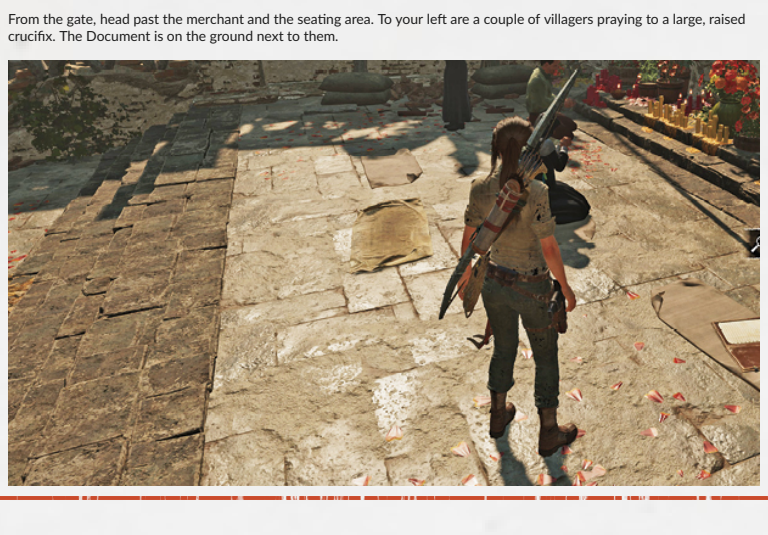


03 DOCUMENT

THE MIRACLE CLUB

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

From the gate, head past the merchant and the seating area. To your left are a couple of villagers praying to a large, raised crucifix. The Document is on the ground next to them.

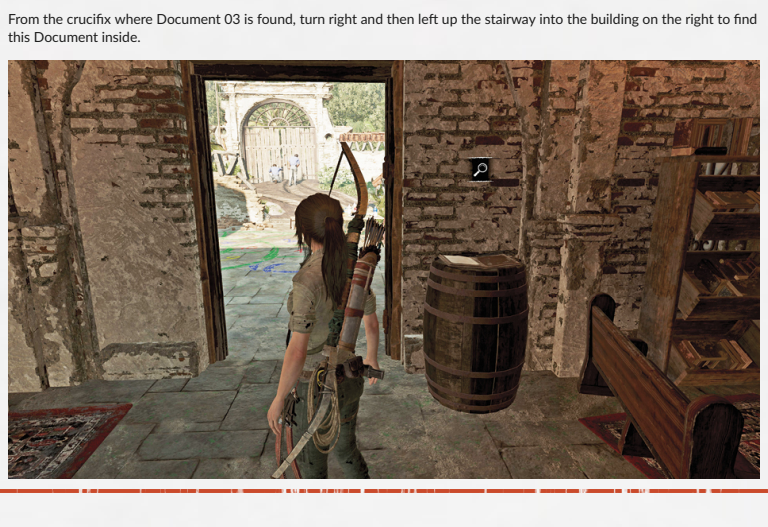


04 DOCUMENT

DAMAGE REPAIR

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

From the crucifix where Document 03 is found, turn right and then left up the stairway into the building on the right to find this Document inside.

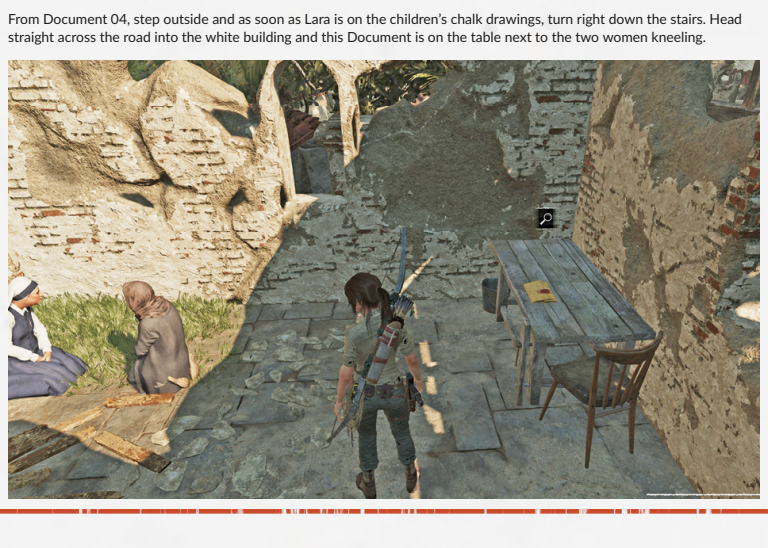


05 DOCUMENT

ON THIS SPOT

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

From Document 04, step outside and as soon as Lara is on the children's chalk drawings, turn right down the stairs. Head straight across the road into the white building and this Document is on the table next to the two women kneeling.

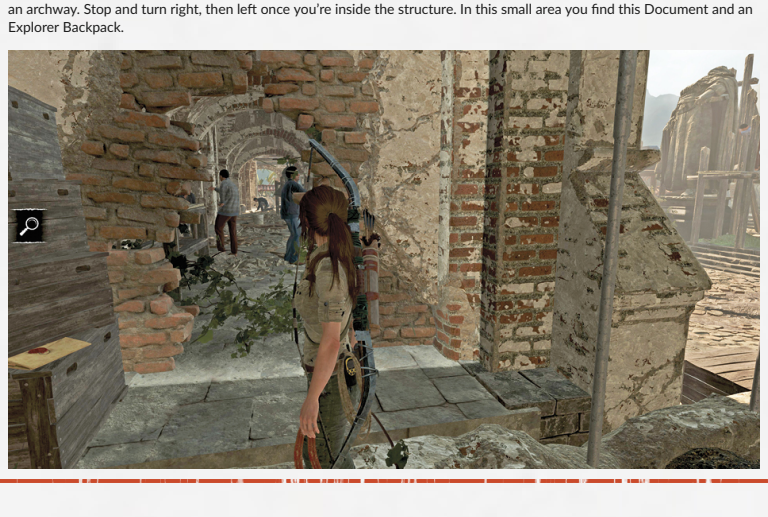


06 DOCUMENT

JOURNAL OF T. SERRANO 12

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

From the mission gate, head all the way past the merchant until a small staircase next to a fading crucifix leads up through an archway. Stop and turn right, then left once you're inside the structure. In this small area you find this Document and an Explorer Backpack.

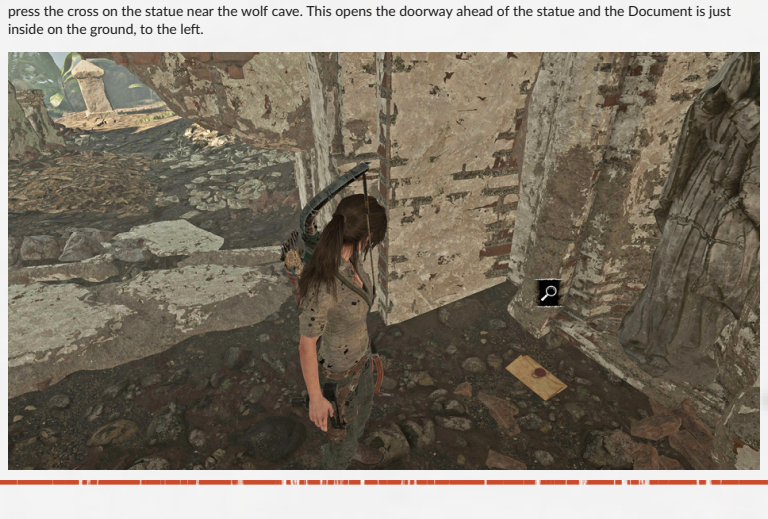


07 DOCUMENT

THE CHOSEN ONE

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

This Document requires the "How Sweet the Sound" side mission to be completed up to the point where you're able to press the cross on the statue near the wolf cave. This opens the doorway ahead of the statue and the Document is just inside on the ground, to the left.

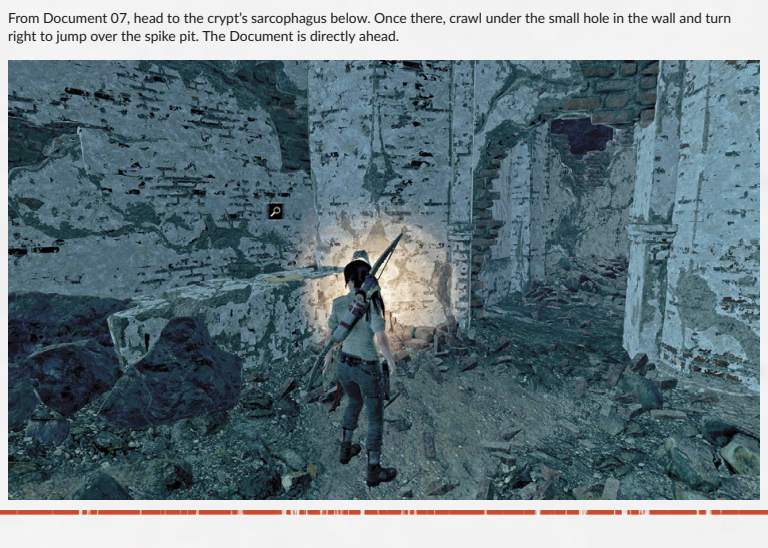


08 DOCUMENT

BELIEVER'S JOURNAL

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

From Document 07, head to the crypt's sarcophagus below. Once there, crawl under the small hole in the wall and turn right to jump over the spike pit. The Document is directly ahead.

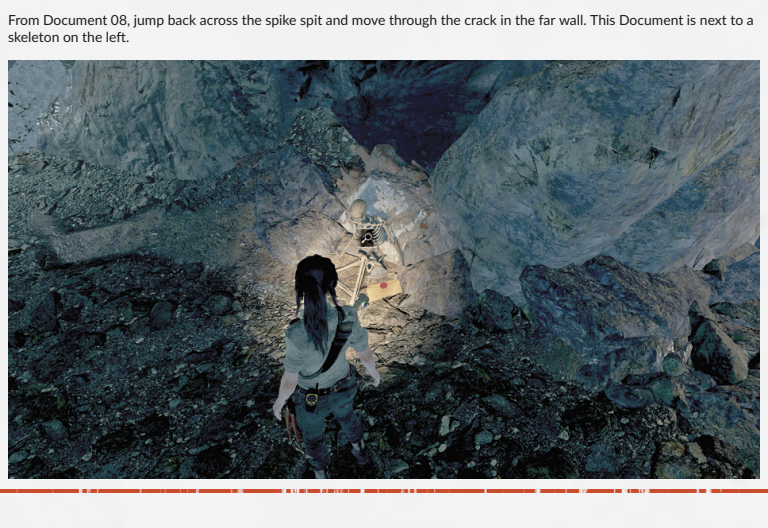


09 DOCUMENT

HUBRIS

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

From Document 08, jump back across the spike spit and move through the crack in the far wall. This Document is next to a skeleton on the left.

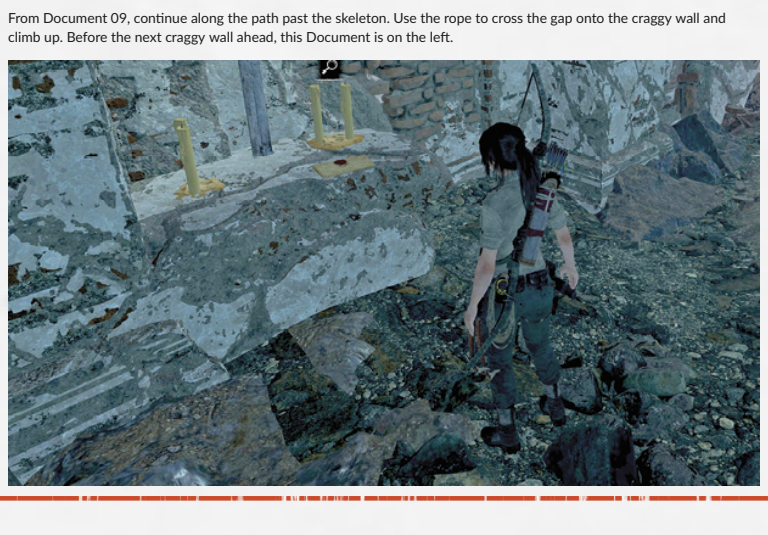


10 DOCUMENT

PURE OF HEART

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

From Document 09, continue along the path past the skeleton. Use the rope to cross the gap onto the craggy wall and climb up. Before the next craggy wall ahead, this Document is on the left.

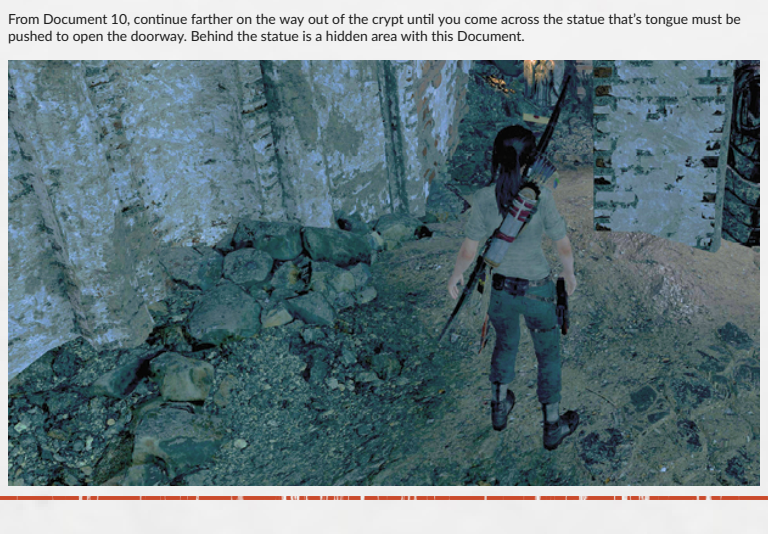


11 DOCUMENT

DEMONS

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

From Document 10, continue farther on the way out of the crypt until you come across the statue that's tongue must be pushed to open the doorway. Behind the statue is a hidden area with this Document.

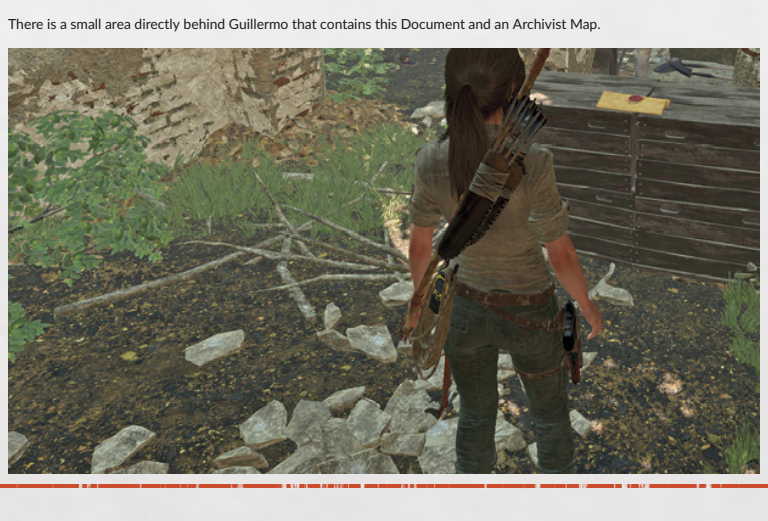


12 DOCUMENT

JOURNAL OF T. SERRANO 13

- **Dialect: N/A**
- **Nearest Camp: Riverside**

There is a small area directly behind Guillermo that contains this Document and an Archivist Map.

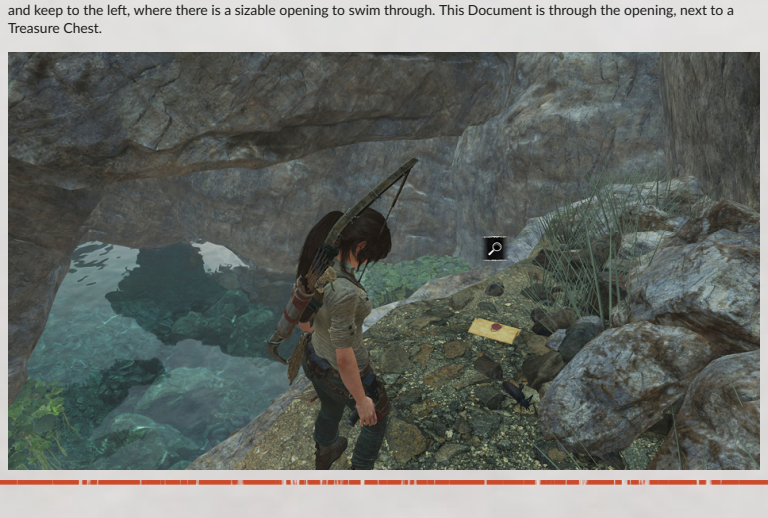


13 DOCUMENT

MISSIONARY WORK

- **Dialect: N/A**
- **Nearest Camp: Ruined Tower**

From the Base Camp, head away from the tower and hunting grounds through the passage on the left. Dive into the water and keep to the left, where there is a sizable opening to swim through. This Document is through the opening, next to a Treasure Chest.

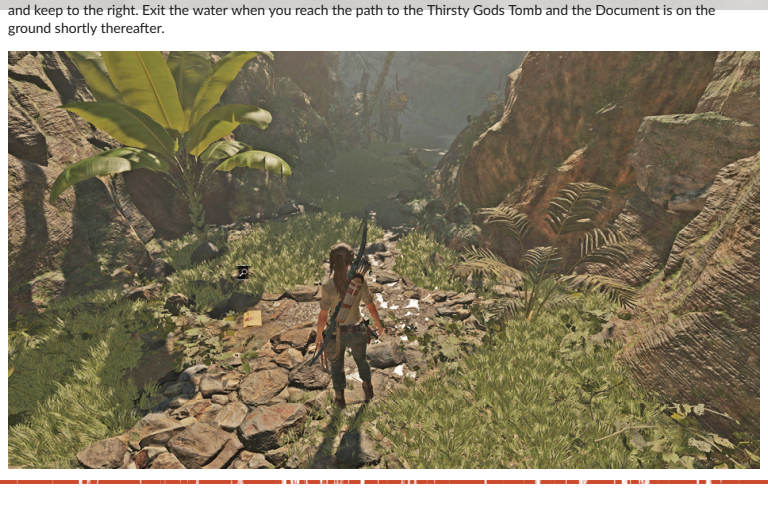


14 DOCUMENT

LAST WORDS

- **Dialect: N/A**
- **Nearest Camp: Ruined Tower**

From the Base Camp, head away from the tower and hunting grounds through the passage on the left. Dive into the water and keep to the right. Exit the water when you reach the path to the Thirsty Gods Tomb and the Document is on the ground shortly thereafter.

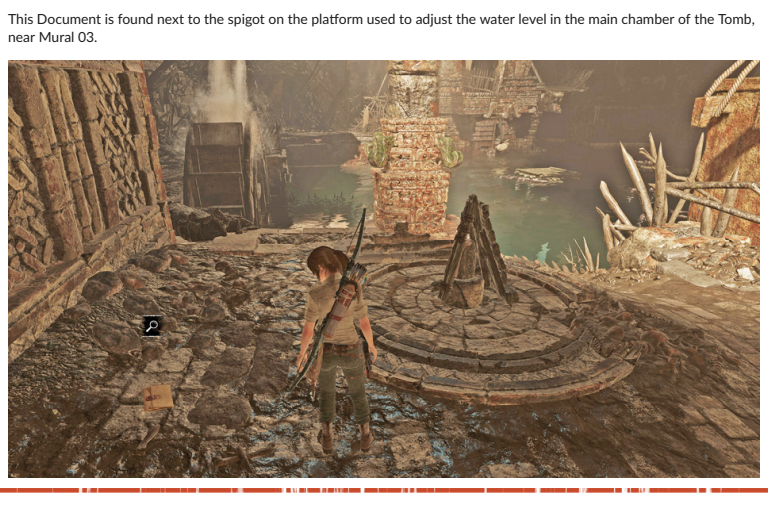


15 DOCUMENT

TESTAMENT OF T. SERRANO

- **Dialect: N/A**
- **Nearest Camp: Flood Basin**

This Document is found next to the spigot on the platform used to adjust the water level in the main chamber of the Tomb, near Mural 03.

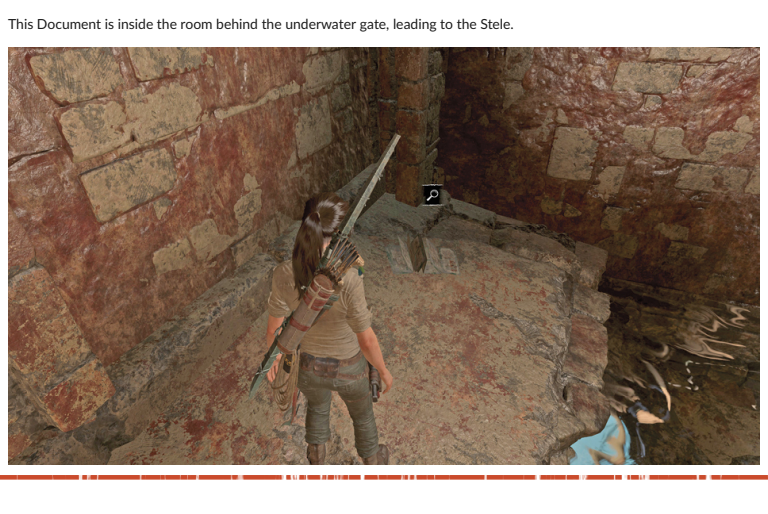


16 DOCUMENT

ALUX

- **Dialect: MAM**
- **Nearest Camp: Flood Basin**

This Document is inside the room behind the underwater gate, leading to the Stele.

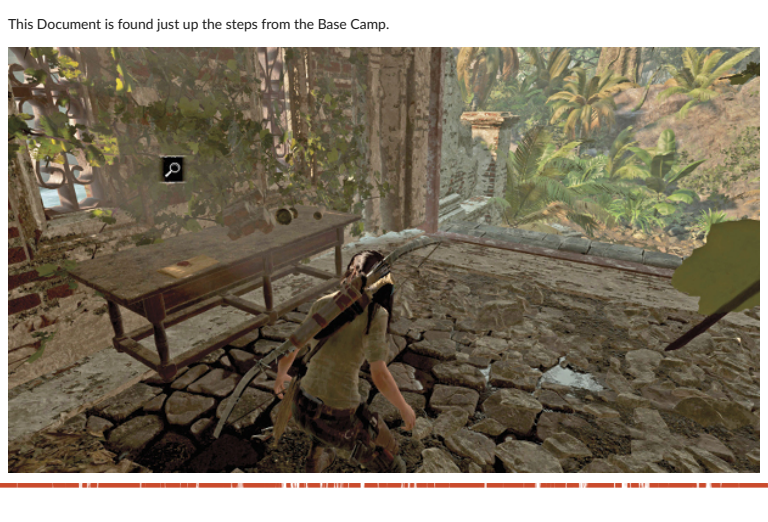


17 DOCUMENT

THE HILLS ARE ALIVE

- **Dialect: N/A**
- **Nearest Camp: Deserted Cloister**

This Document is found just up the steps from the Base Camp.

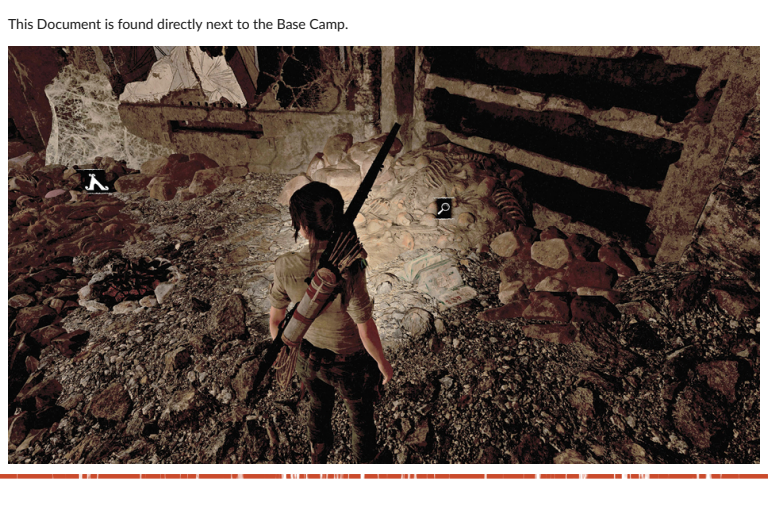


18 DOCUMENT

CHECHEN AND CHACA TREES

- **Dialect: MAM**
- **Nearest Camp: Mountain Catacombs**

This Document is found directly next to the Base Camp.

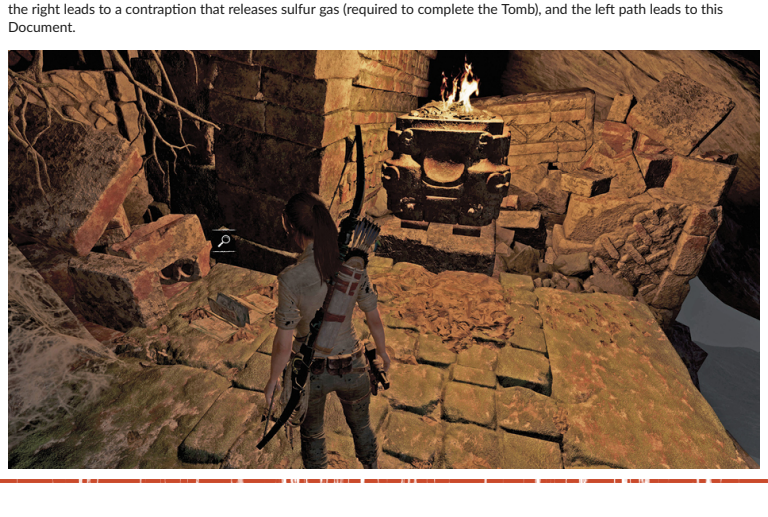


19 DOCUMENT

WORLD TREE

- **Dialect: MAM**
- **Nearest Camp: Mountain Catacombs**

This Document is found after Lara causes the explosion to reach the swinging platform. Head down the path. The path to the right leads to a contraption that releases sulfur gas (required to complete the Tomb), and the left path leads to this Document.

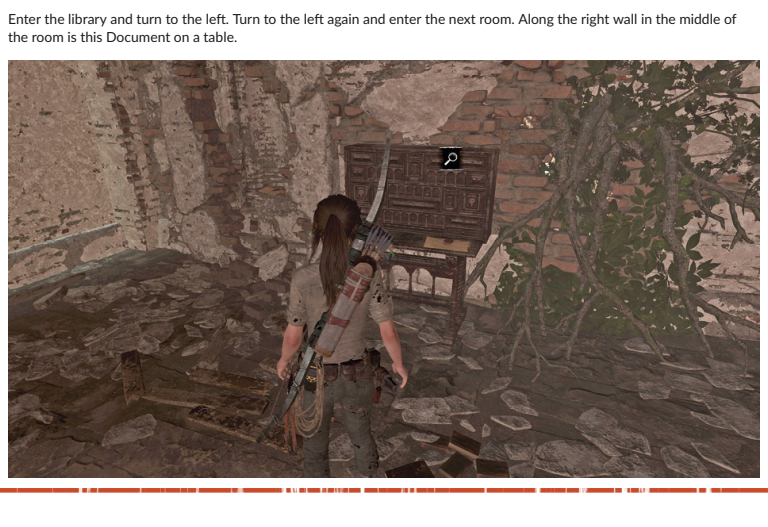


20 DOCUMENT

JOURNAL OF T. SERRANO 8

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

Enter the library and turn to the left. Turn to the left again and enter the next room. Along the right wall in the middle of the room is this Document on a table.

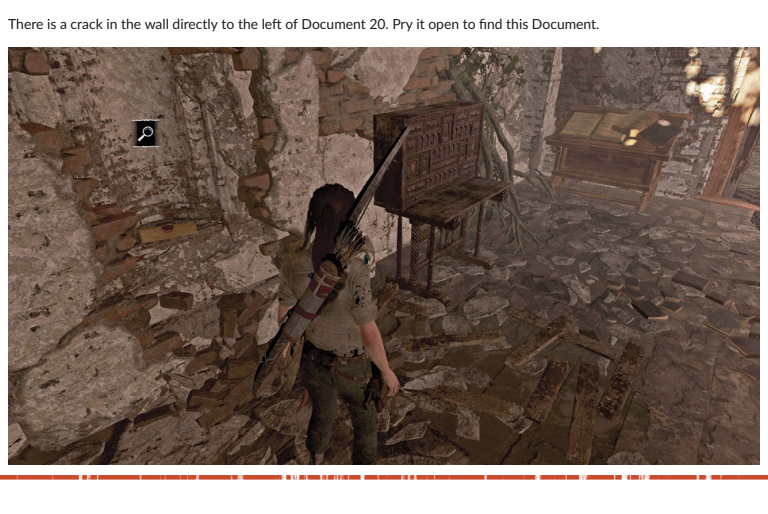


21 DOCUMENT

DE LA CRUZ LEAVES

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

There is a crack in the wall directly to the left of Document 20. Pry it open to find this Document.

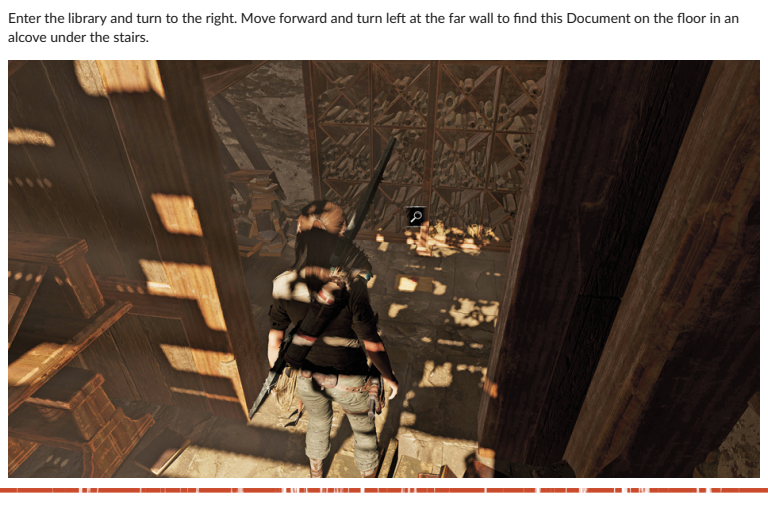


22 DOCUMENT

JOURNAL OF T. SERRANO 10

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

Enter the library and turn to the right. Move forward and turn left at the far wall to find this Document on the floor in an alcove under the stairs.

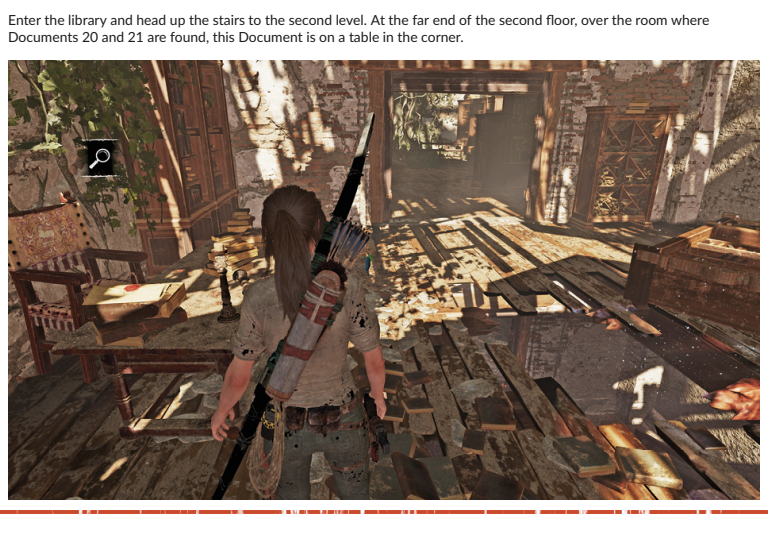


23 DOCUMENT

RANTING

- **Dialect: N.A**
- **Nearest Camp: Mission Gate**

Enter the library and head up the stairs to the second level. At the far end of the second floor, over the room where Documents 20 and 21 are found, this Document is on a table in the corner.

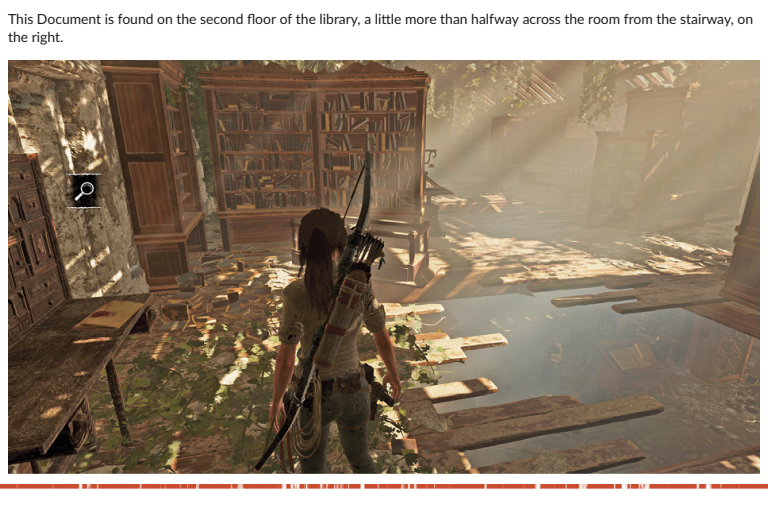


24 DOCUMENT

REPELLING THE DEMONS

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

This Document is found on the second floor of the library, a little more than halfway across the room from the stairway, on the right.

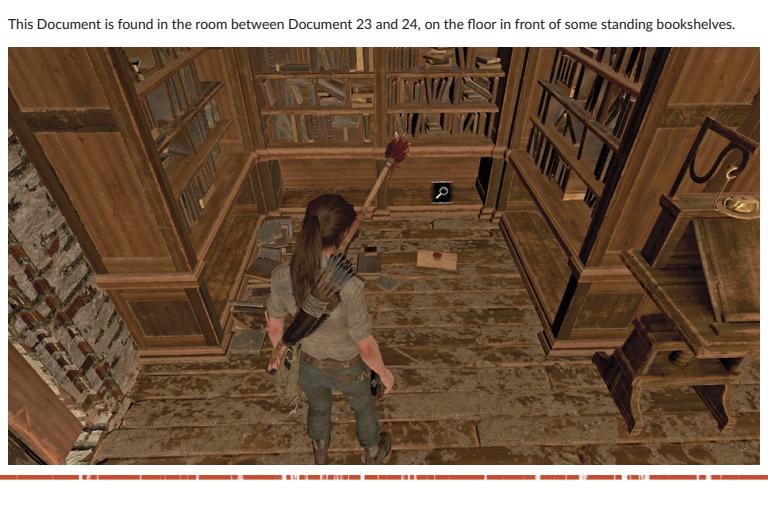


25 DOCUMENT

DE LA CRUZ ARRIVES

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

This Document is found in the room between Document 23 and 24, on the floor in front of some standing bookshelves.

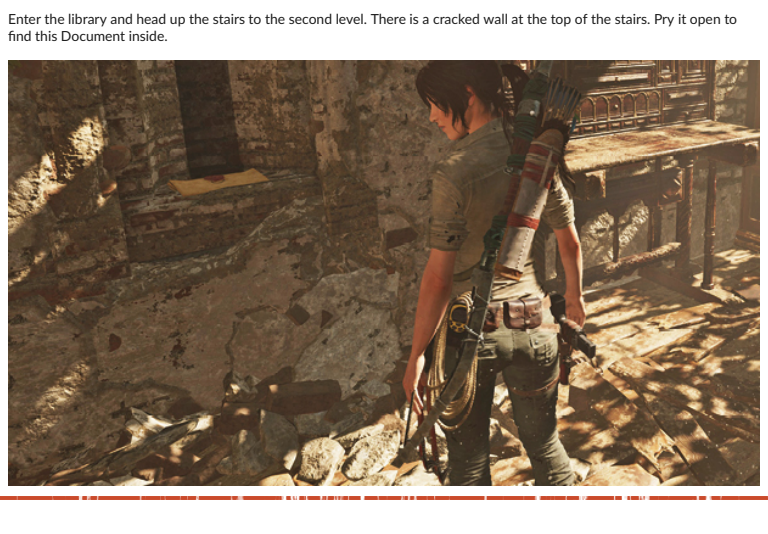


26 DOCUMENT

JOURNAL OF T. SERRANO 11

- **Dialect: N/A**
- **Nearest Camp: Mission Gate**

Enter the library and head up the stairs to the second level. There is a cracked wall at the top of the stairs. Pry it open to find this Document inside.

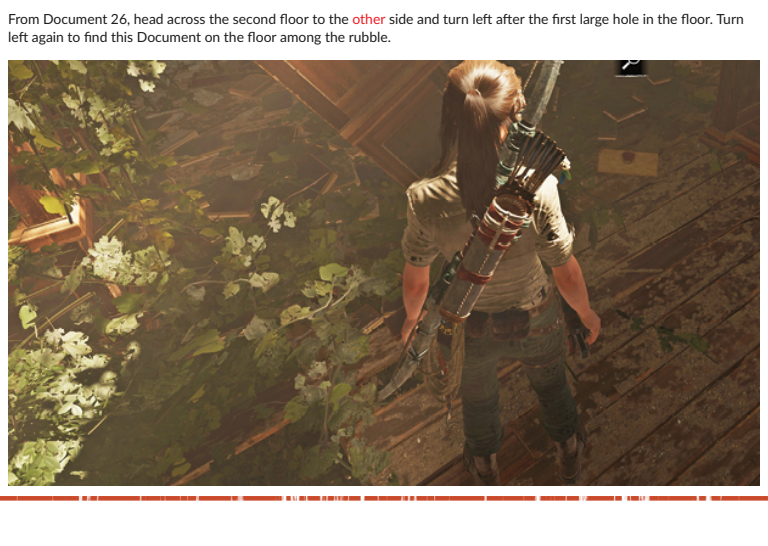


27 DOCUMENT

JOHN THE APOSTLE

- **Dialect:**
- **Nearest Camp: Mission Gate**

From Document 26, head across the second floor to the other side and turn left after the first large hole in the floor. Turn left again to find this Document on the floor among the rubble.



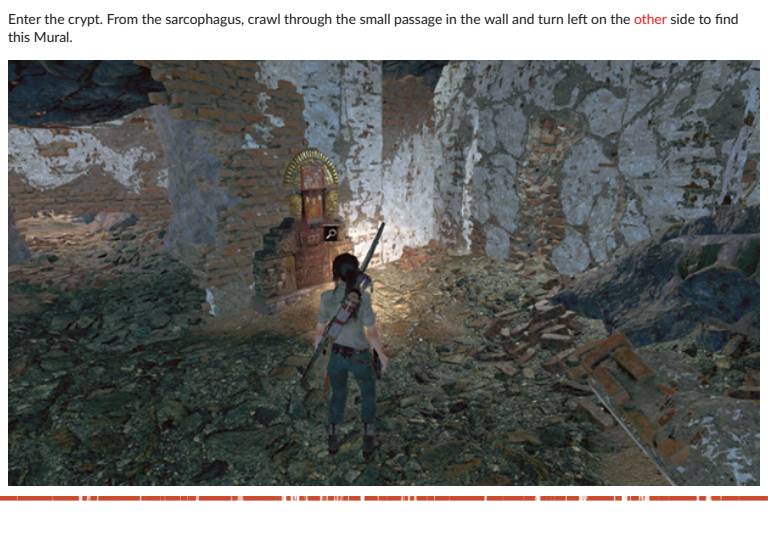
MURALS

01 MURAL

HUASCAR, THE SYNCRETIST

- **Dialect: Quechua**
- **Nearest Camp: Mission Gate**

Enter the crypt. From the sarcophagus, crawl through the small passage in the wall and turn left on the other side to find this Mural.

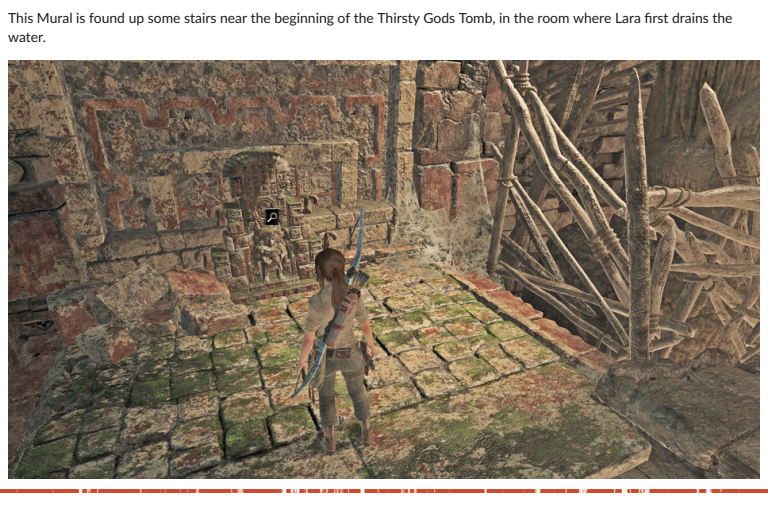


02 MURAL

GOD OF COCOA

- **Dialect: MAM**
- **Nearest Camp: Flood Basin**

This Mural is found up some stairs near the beginning of the Thirsty Gods Tomb, in the room where Lara first drains the water.

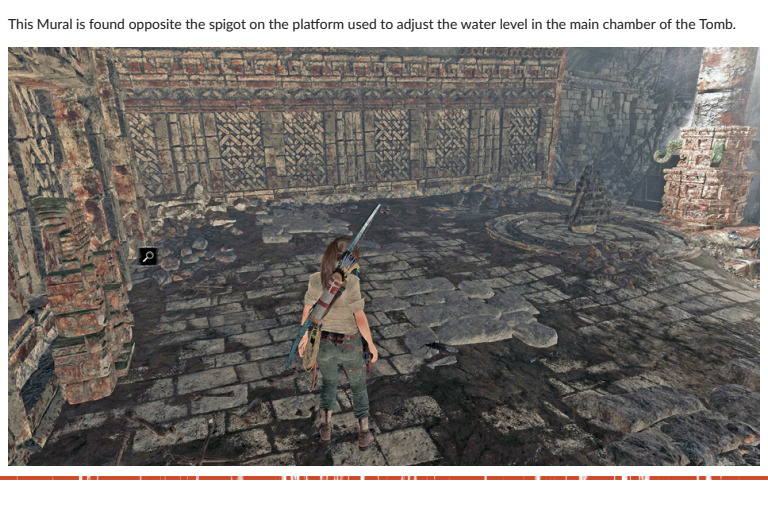


03 MURAL

THIRSTY GODS

- **Dialect: MAM**
- **Nearest Camp: Flood Basin**

This Mural is found opposite the spigot on the platform used to adjust the water level in the main chamber of the Tomb.

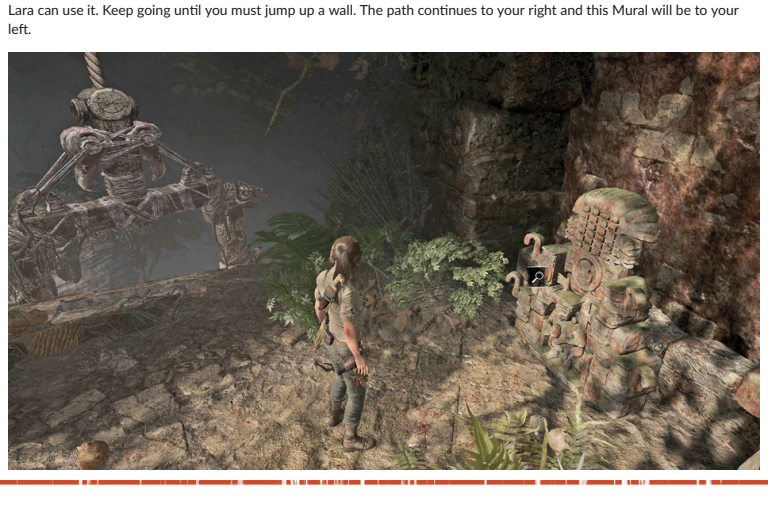


04 MURAL

TREE OF LIFE

- **Dialect: MAM**
- **Nearest Camp: Mountain Catacombs**

From Document 19's location, continue toward the Stele across another swinging platform that must be blasted forward so Lara can use it. Keep going until you must jump up a wall. The path continues to your right and this Mural will be to your left.



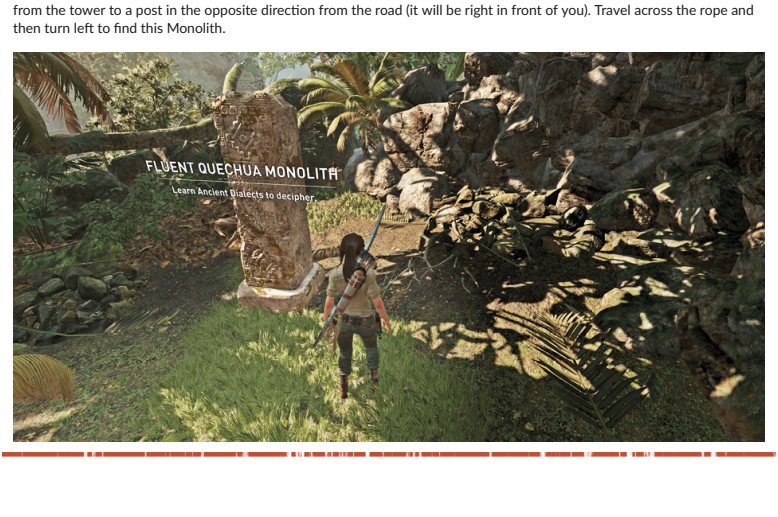
MONOLITHS

01 MONOLITH

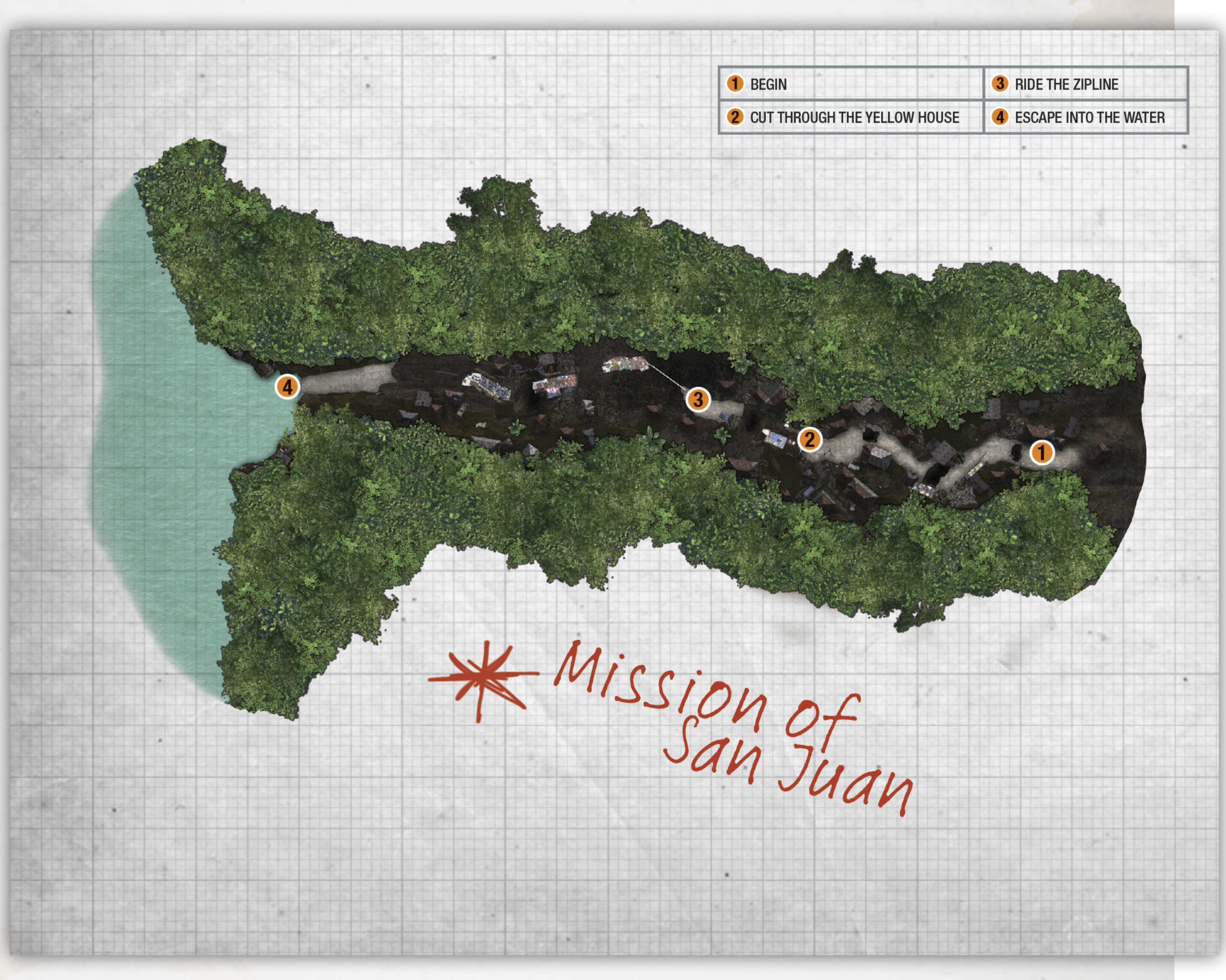
QUECHUA MONOLITH

- **Dialect: Quechua (Fluent)**
- **Nearest Camp: Ruined Tower**

Get on the second level of the tower by using the rope line from the road leading to the mission. Shoot a second rope line from the tower to a post in the opposite direction from the road (it will be right in front of you). Travel across the rope and then turn left to find this Monolith.



Landslide



MAIN STORY OBJECTIVES

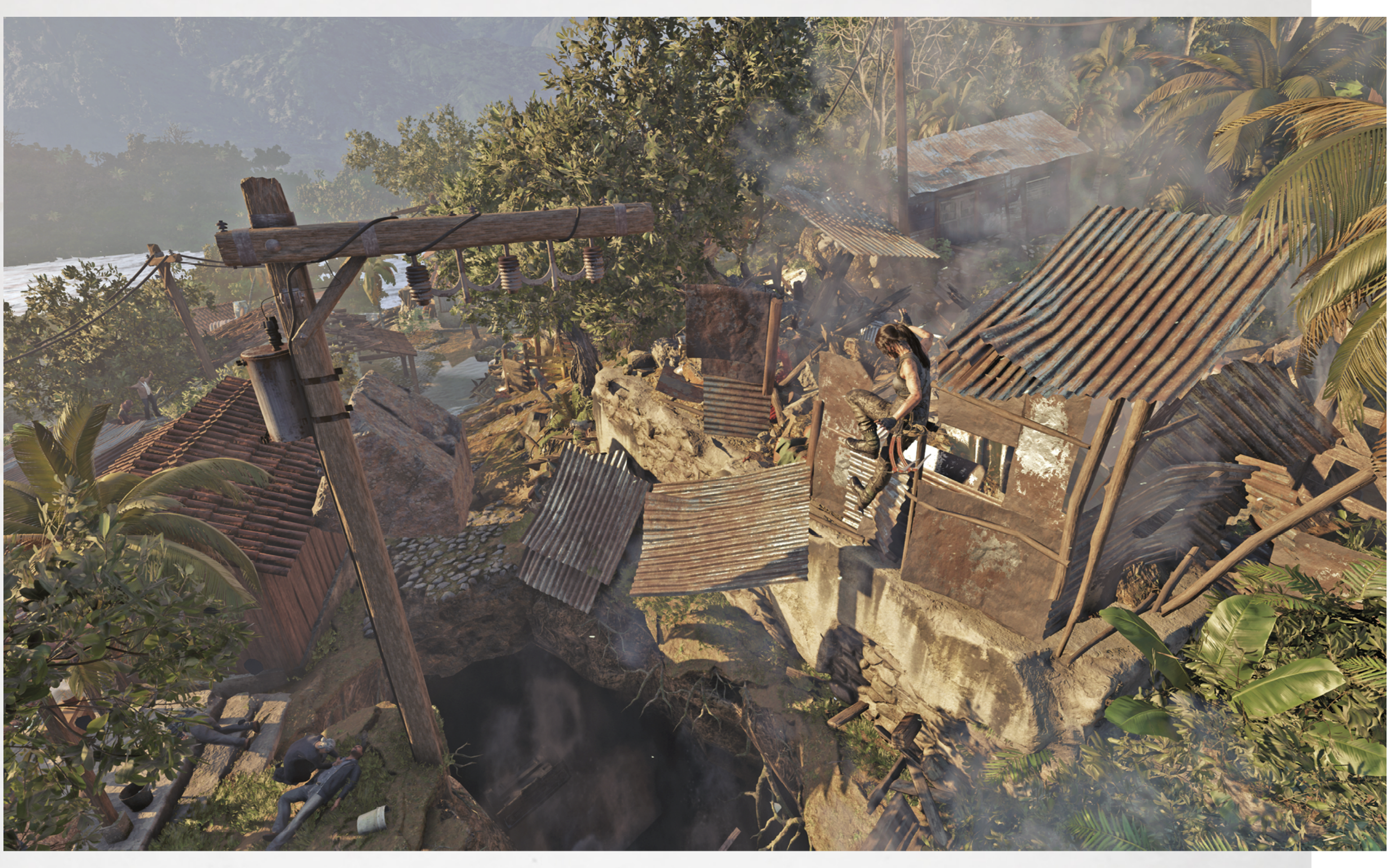
- Outrun the Landslide

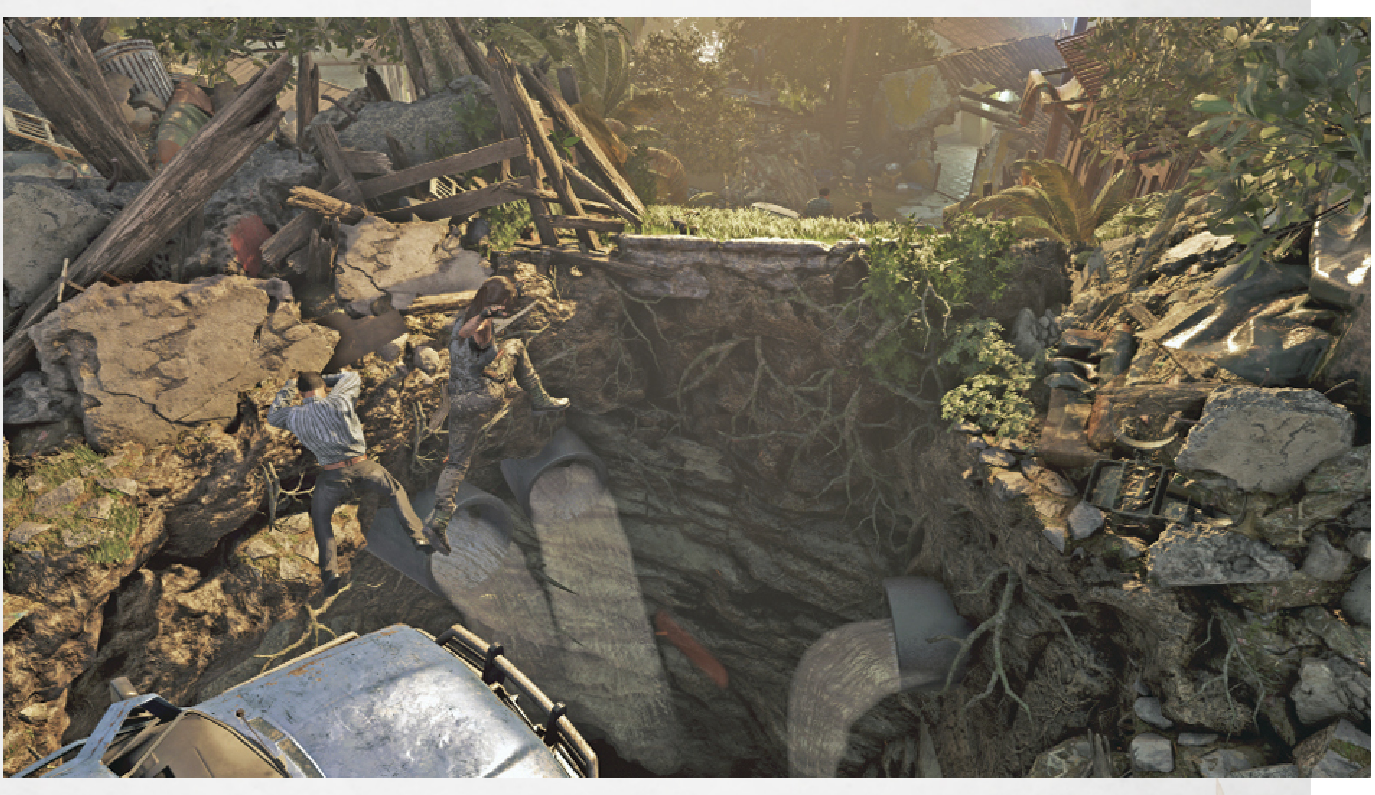
FALLING APART — OUTRUN THE LANDSLIDE

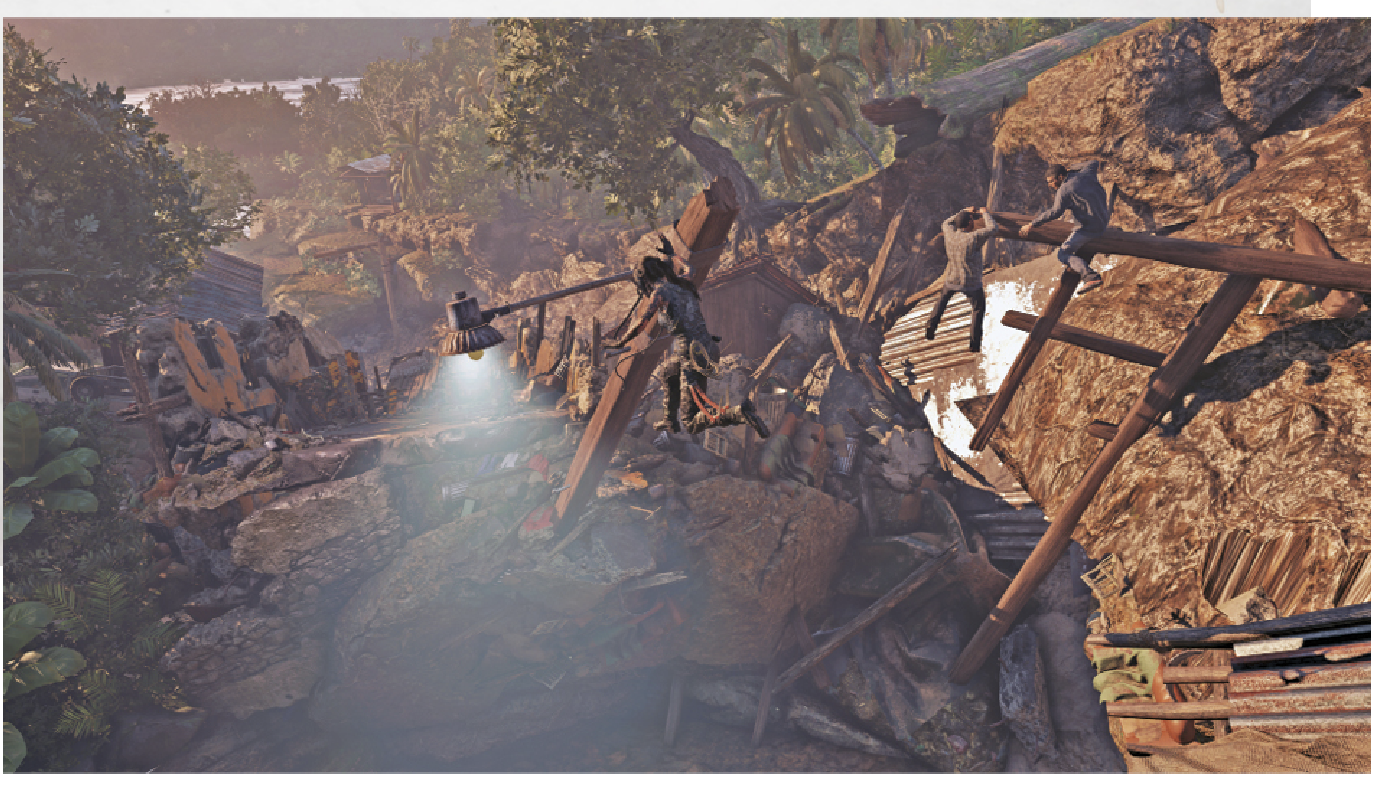
You have one objective: outrun the landslide. Just like with the flood in Cozumel, stay on the move and keep your eyes on the road ahead. Hop the sinkhole and follow either the left or right path ahead:

- Left Path: Sprint up the steps and swing on the streetlamp to the rooftop. Tightrope to the end of the ridge, swing from another lamp, and throw the Grapple Axe to swing to the road.

- Right Path: Sprint down the hill and hop another hole in the ground. Jump off the truck, grab on to the ledge, and pull yourself up.



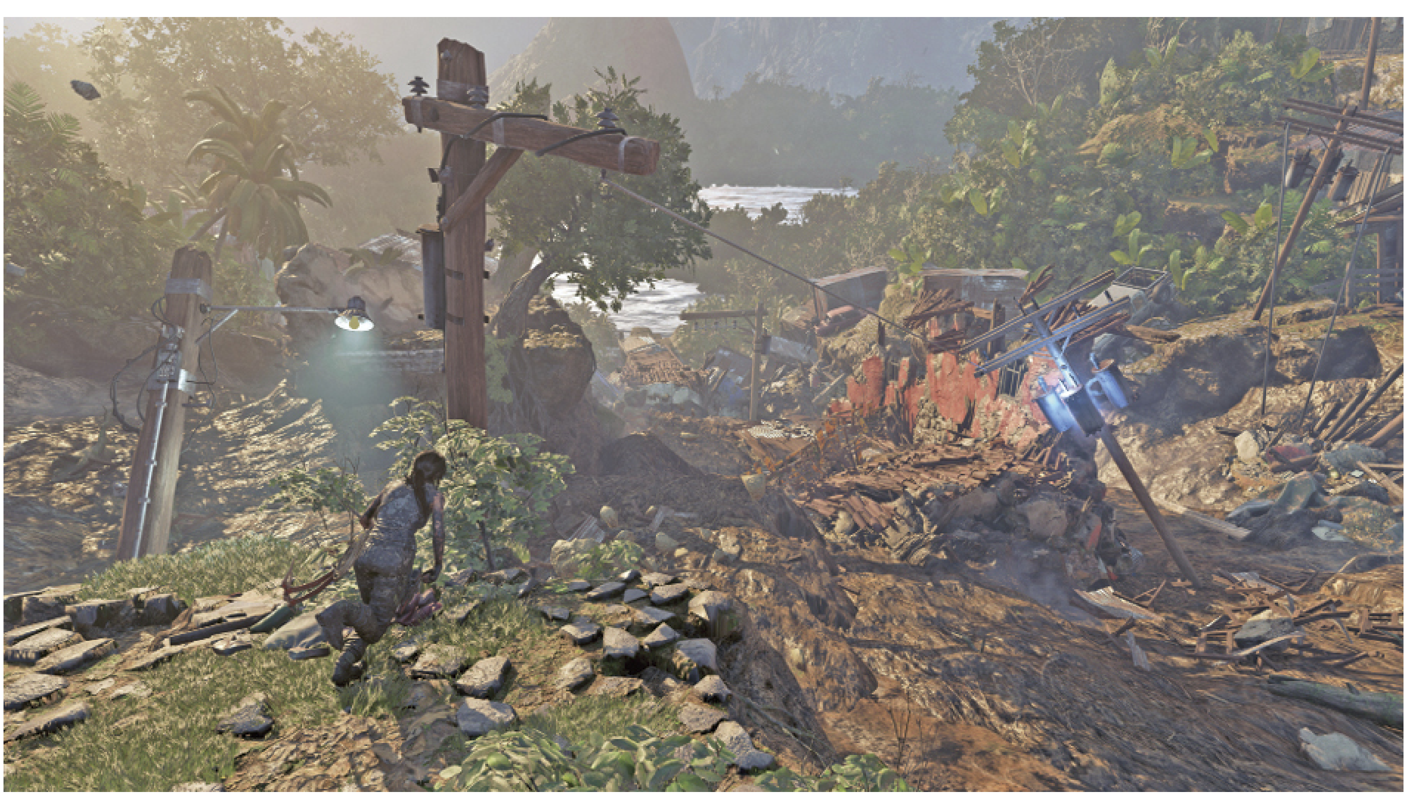




- The two paths meet up just before cutting through the yellow house (2). Leap to the upright utility pole, pull up, and jump to the road ahead.

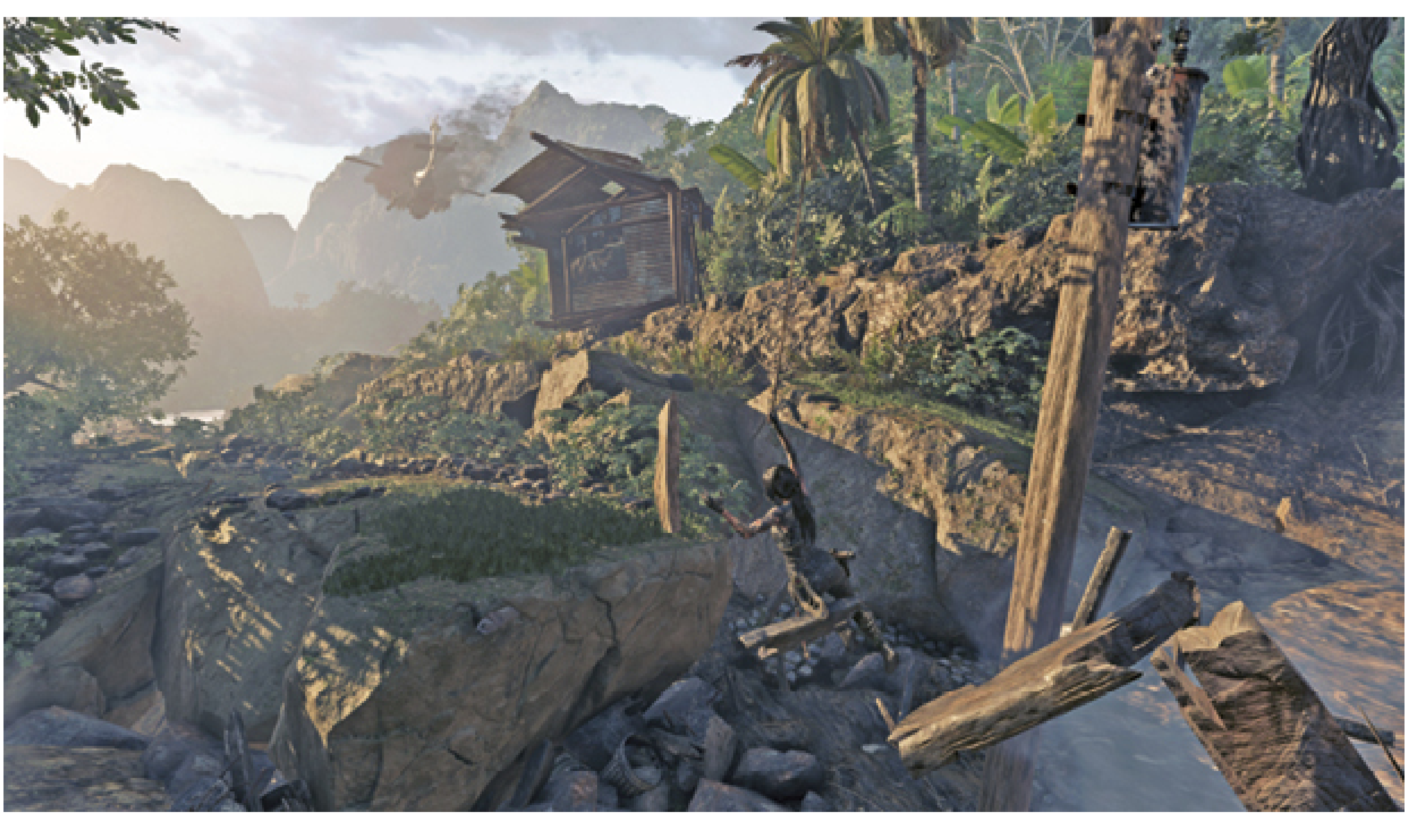
- After taking a tumble down the hill, jump off the wood boards to the small plateau (3) where the path splits again.

- Left Path: Swing across the street lamp, stumble down the slope and tightrope along the tree. Leap to the rooftop to rejoin the right path.

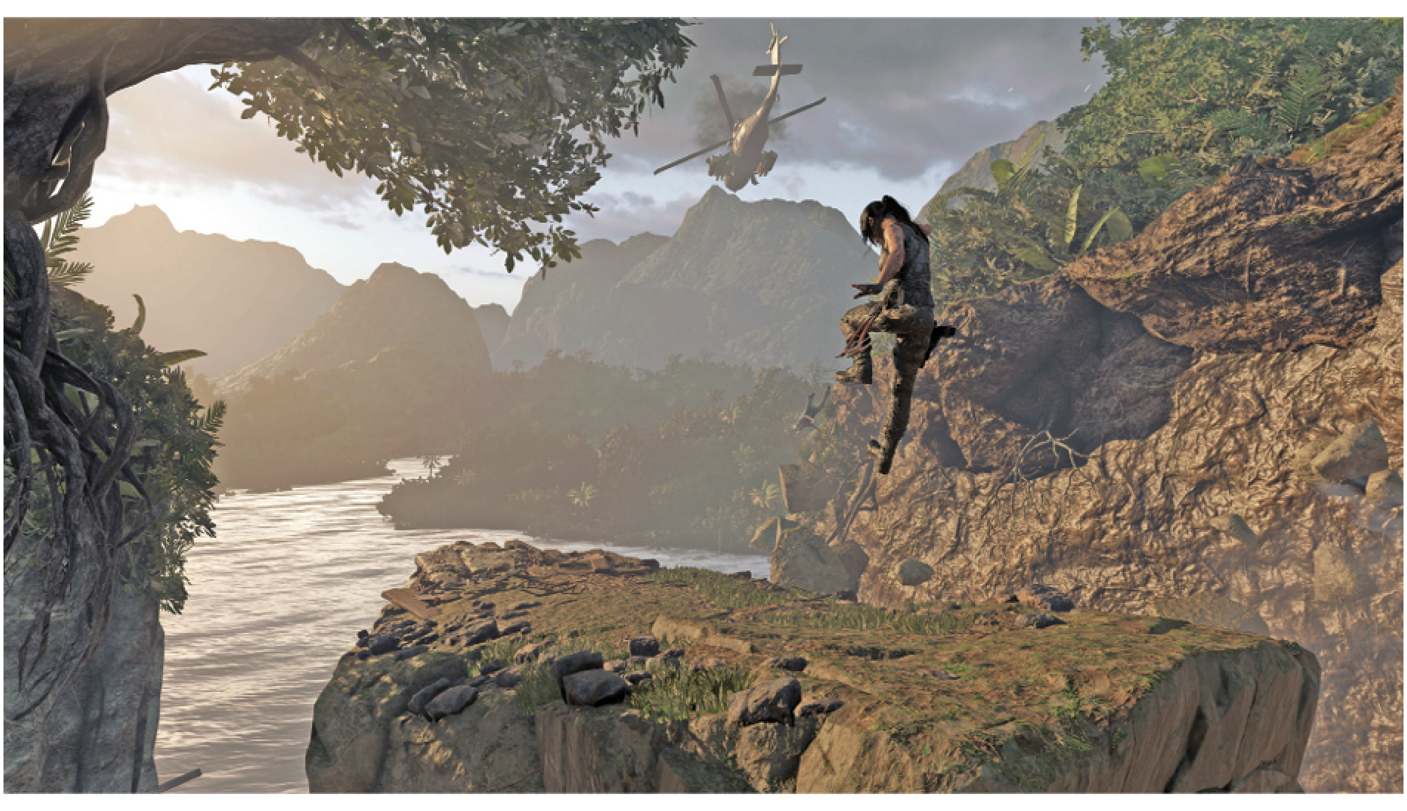


- Right Path: Ride down the zipline on the right. Lara slides down a rooftop and across a floor. Before slipping into the rushing mud, leap toward another utility pole and use the Grapple Axe to swing to the next roof.

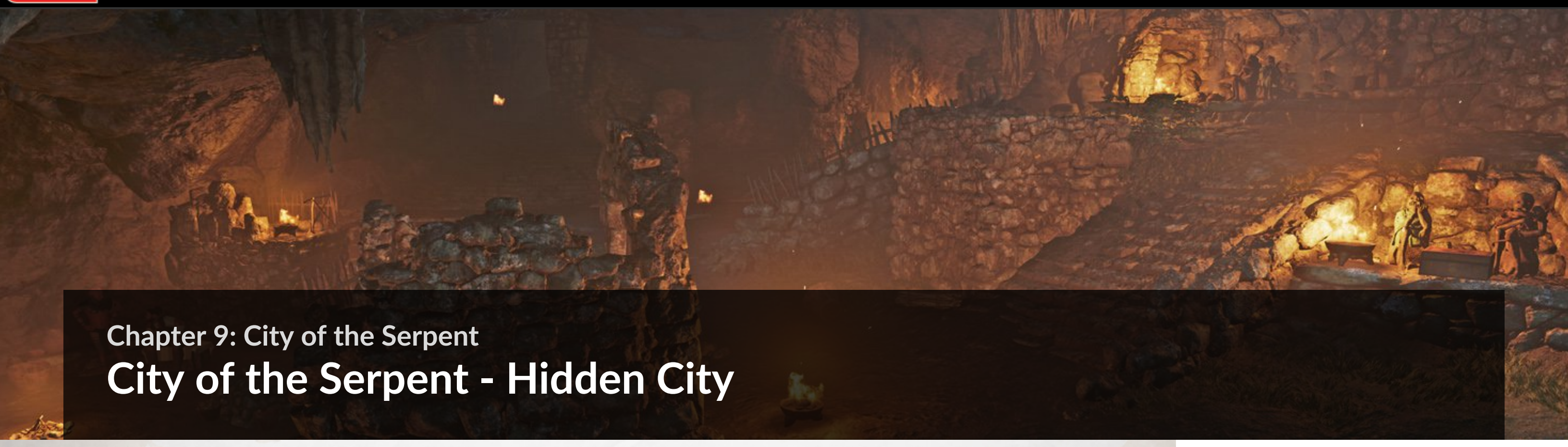
- Another slide sends you down more destruction. Jump just before the streetlamp and swing to the crumbling floor.



- Dodge left and leap to the overturned barn. At the end of the structure, jump and throw the Grapple Axe to return to the ground.



- Jump over the gaps as the ground collapses beneath you, and dive into the water (4) to escape the landslide.

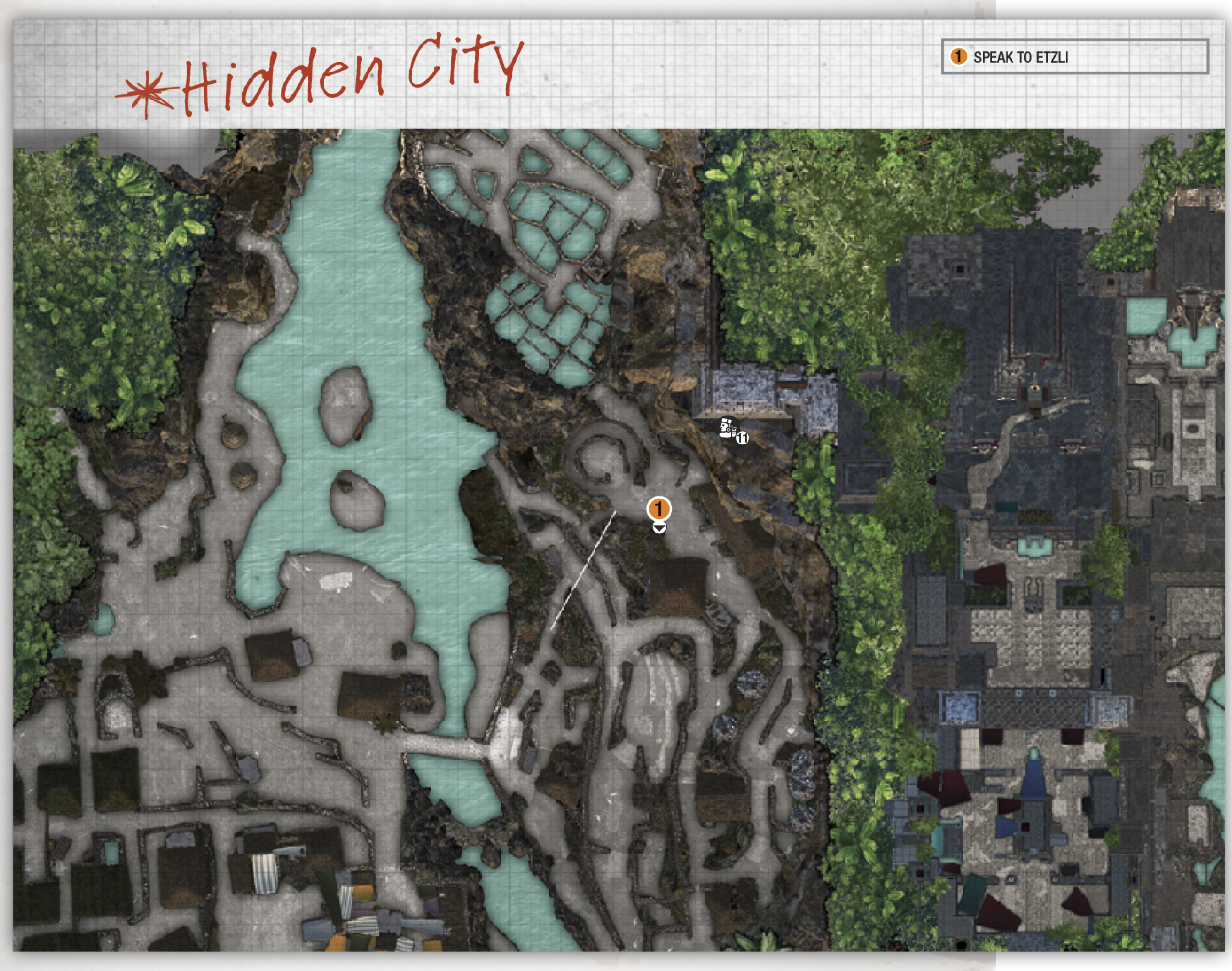


Chapter 9: City of the Serpent

City of the Serpent - Hidden City

CHAPTER: 09

LOCATION: HIDDEN CITY



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission GIver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
11	3	11	6	3	5	28	42	23	34	7

MAIN STORY OBJECTIVES

- Speak to Etzli

SIDE MISSIONS

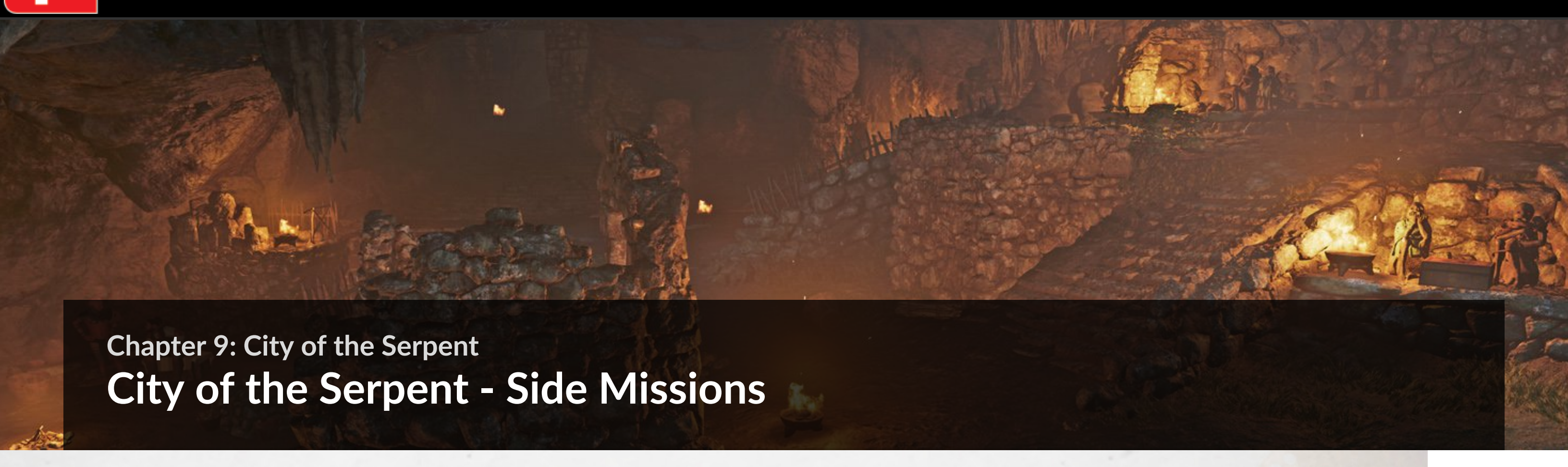
① Draw Weight Heavily - The Champion's Bow

CITY OF THE SERPENT - SPEAK WITH ETZLI

Lara returns to Skull Cave to update Etzli and Uchu. At this point you can explore Paititi, or fast-travel to another region. Once you're ready to move on, speak to Etzli.

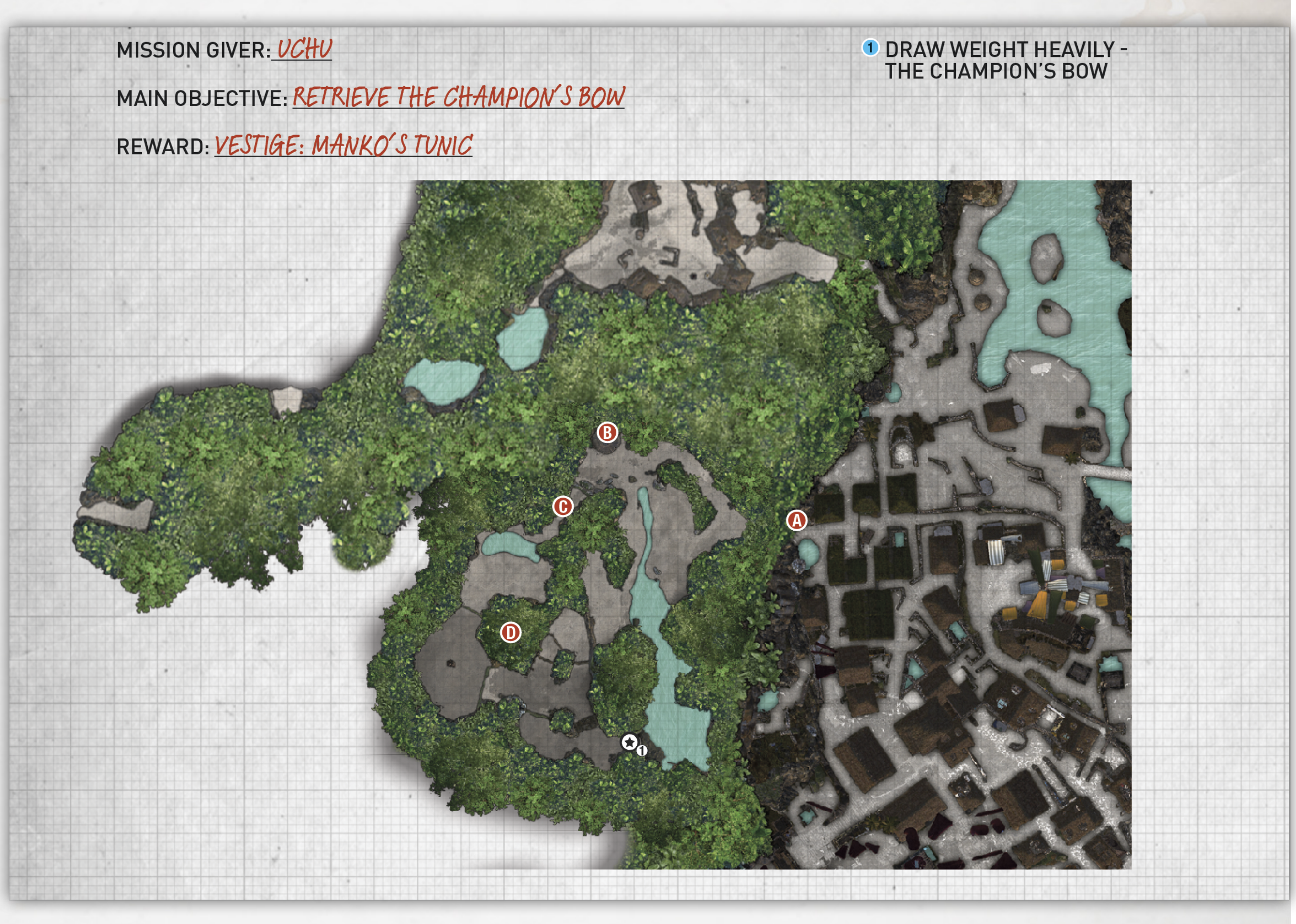
POINT OF NO RETURN

Talking to Etzli sends you to a new region, City of the Serpent, and there's no turning back until the game is completed. Fast travel, outfit crafting, and weapon upgrading are disabled until you complete the story campaign. Before you speak with Etzli, Hidden City is open for further exploration, and you can fast-travel to other regions.



City of the Serpent - Side Missions

1.DRAW WEIGHT HEAVILT - THE CHAMPION'S BOW

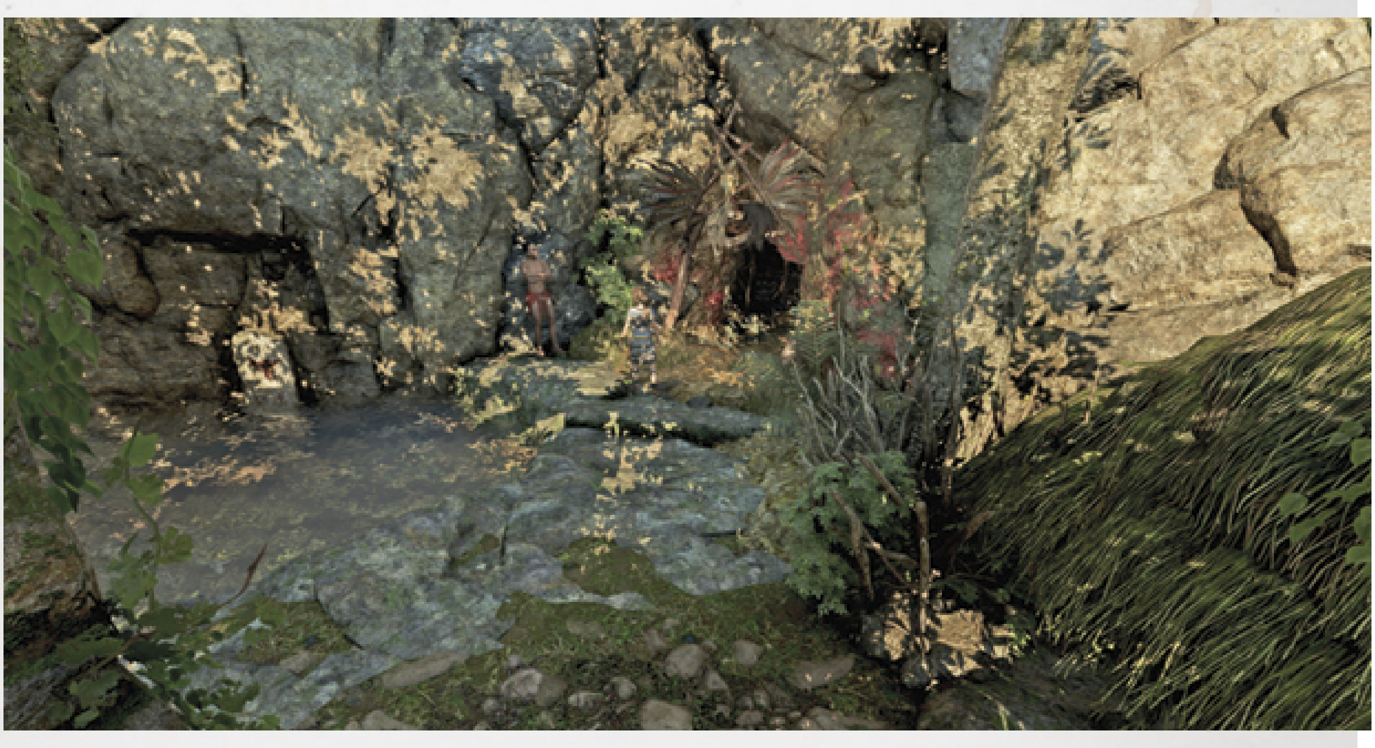


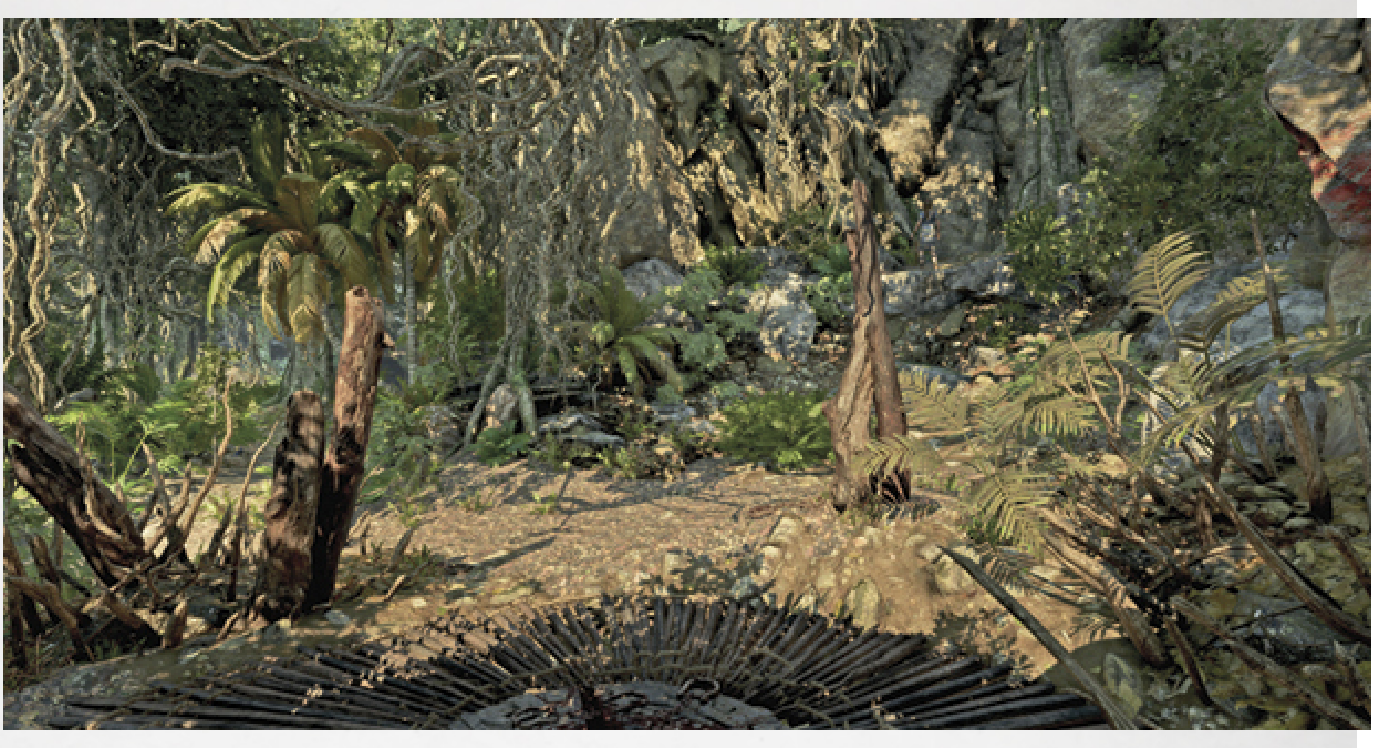
MISSION GIVER: UCHU

MAIN OBJECTIVE: RETRIEVE THE CHAMPION'S BOW

REWARD: VESTIGE: MANKO'S TUNIC

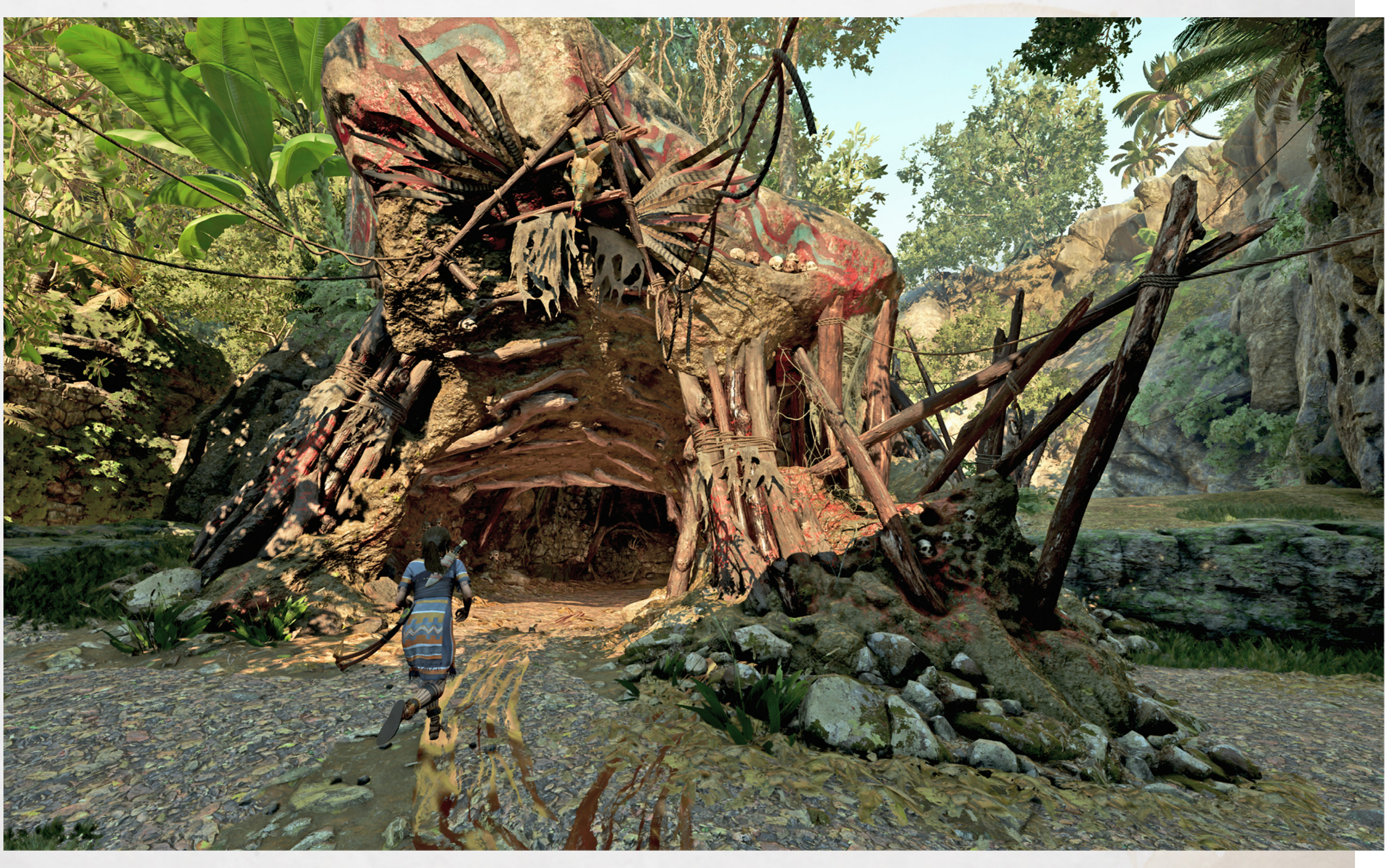
When you return to Skull Cave after the Mission of San Juan, Uchu has one last step to the "Draw Weight Heavily" side mission. If you haven't completed his previous two quests, they're also available. The final item needed for the coronation is the Champion's Bow. The prized bow is currently in the Nahual's possession, which can be found in the Paititi Wilderness. Find the wilderness entrance directly across from the cave, next to a small pool of water.



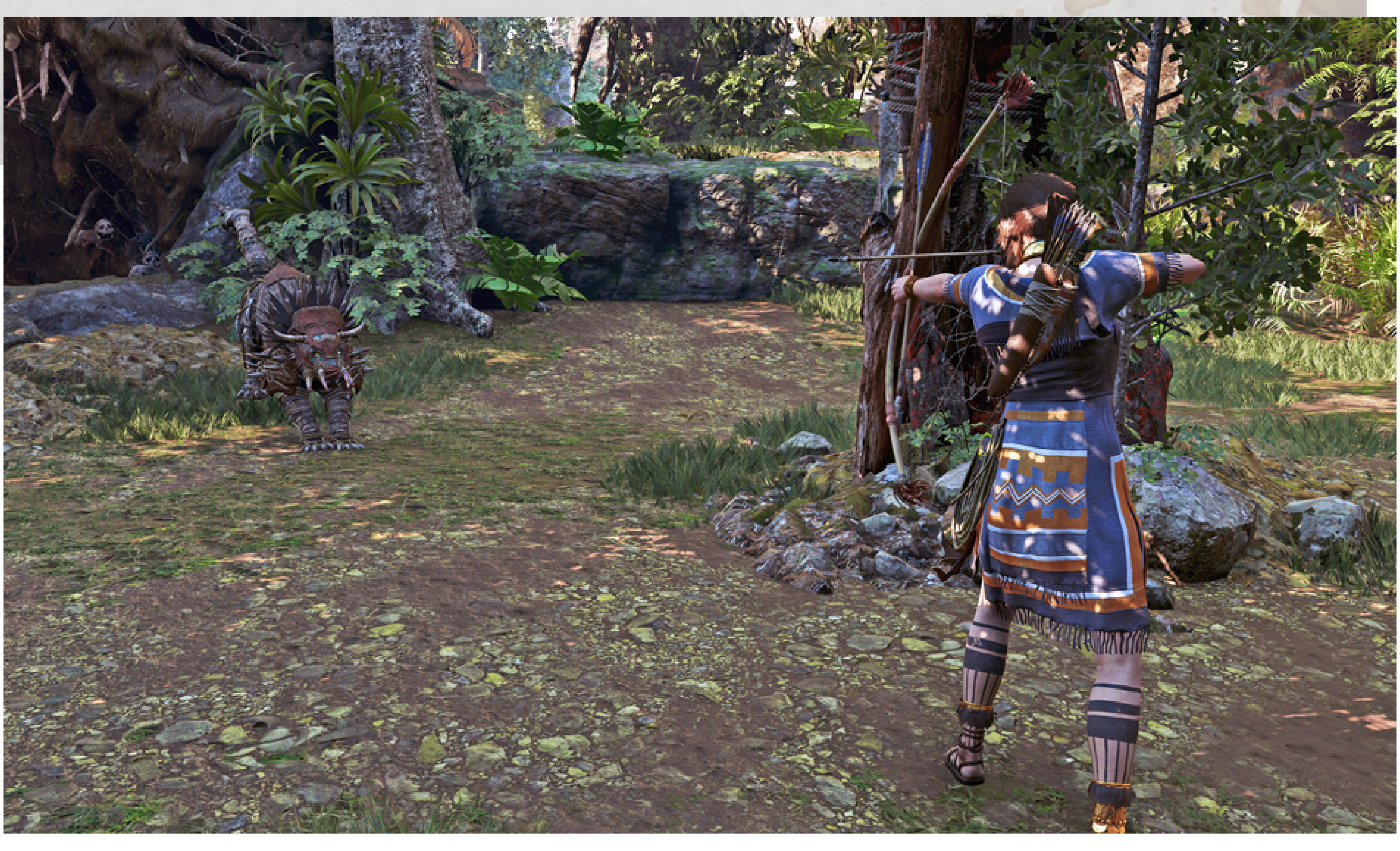


If you've already activated the Wild Jungle Base Camp, fast-travel into the area. Otherwise, scramble through the entrance. You must first investigate the area. An untouched animal carcass is found along the central path, and a sacrificial altar is on the north side. There are numerous resources and collectibles, so search the area thoroughly.

Squeeze through the narrow opening at the objective beacon and enter the ominous-looking hut ahead. As you investigate a bow, the Nahual approaches from behind and immediately pounces. To escape its grasp, wiggle the left stick back and forth, then press the given button as the circle moves inside the shaded area. Quickly sprint outside and prepare for battle.

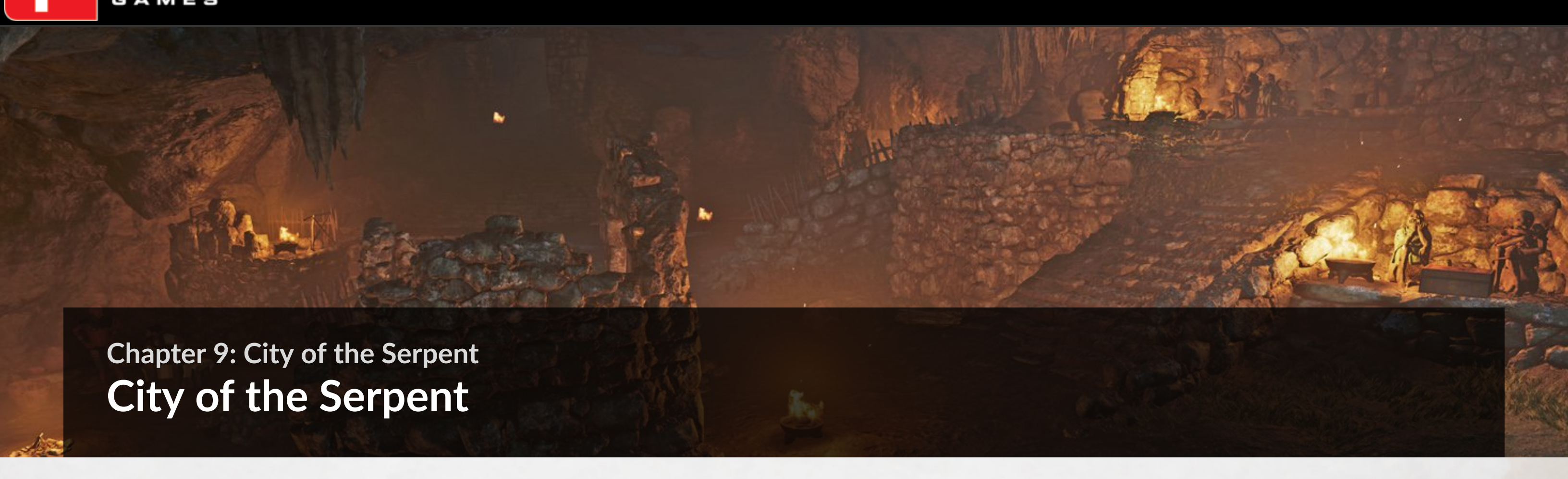


The Nahual currently takes the shape of a jaguar. It fights similarly to the wildcats in the Peruvian Jungle, with more health and stronger attacks. It's armored, so Puma's Feint is ineffective. Evade its swipes and pelt it with arrows when it doesn't attack. Resources for crafting arrows and healing are found in the area. Gather the items when there's sufficient space between you and the Nahual.



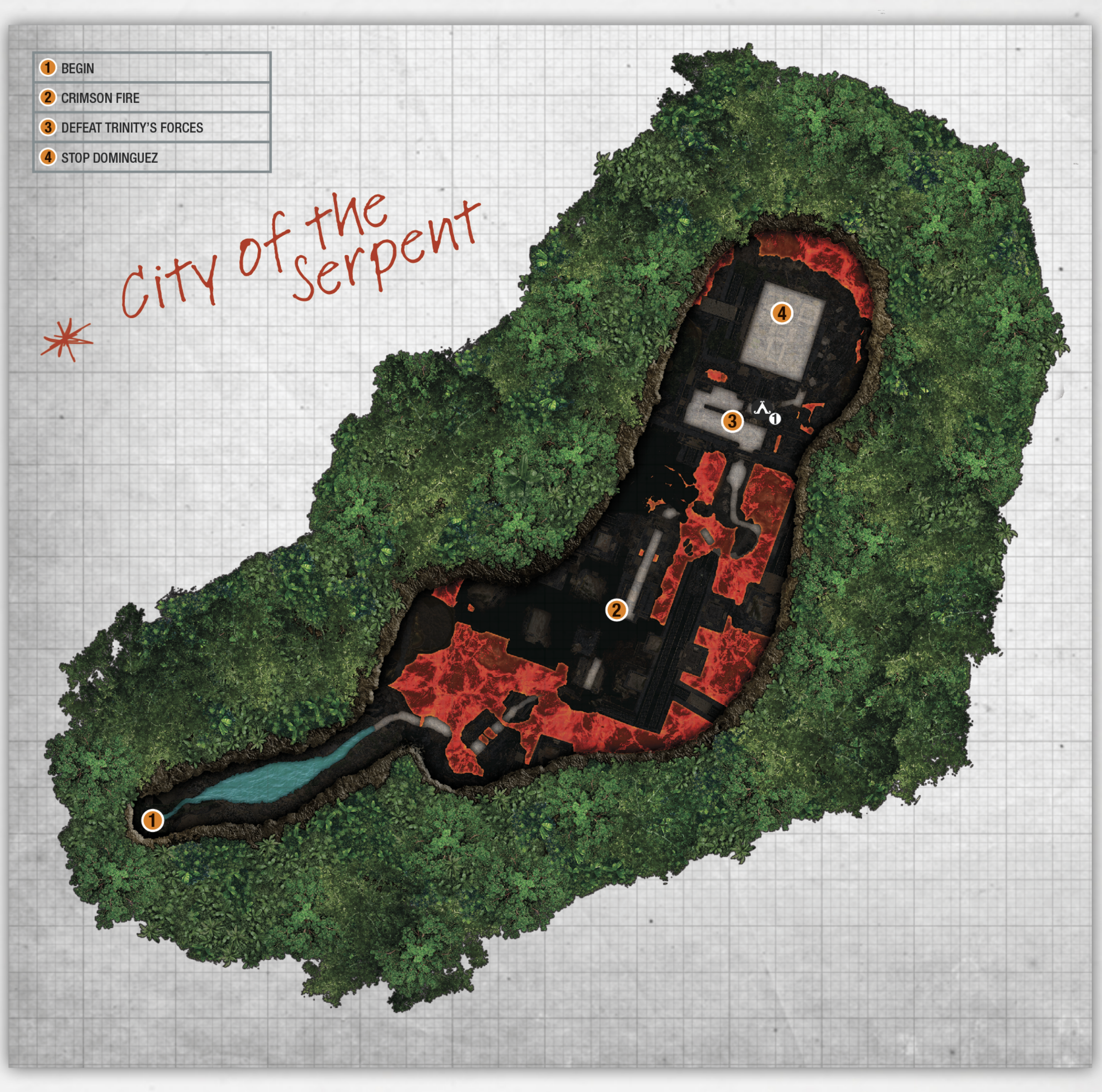
The jaguar is quick, so it's often better to evade its attacks instead of trying to outrun it. If the feline escapes into concealment or around a corner, use Survival Instincts to locate it again. You don't want the powerful foe sneaking up behind you.

After taking enough damage, the Nahual retreats into the hut. Follow it inside to collect the Champion's Bow. Return to Uchu to complete the quest.



Chapter 9: City of the Serpent

City of the Serpent



REGION SUMMARY

BASE CAMP	CHALLENGE TOMB	Mission Glver	Challenge	TREASURE CHEST	Crypt ENTRANCE	RELIC	Document	Mural	Survival Cache	Monolith
1	0	0	0	0	0	0	0	0	0	0

MAIN STORY OBJECTIVES

- Stop Dominguez from Remaking the World

CITY OF THE SERPENT — SWIM THROUGH THE IRRIGATION SYSTEM

Swim straight ahead and dive into the hole in the wall. Follow the tunnel along the objective markers. It's a long way, so fast-swim and take a breath at both trapped air locations.

GO TO THE CRIMSON FIRE

- Follow the path to the right. Leap toward the metal hook, and use the Grapple Axe to reach the craggy wall. Go right and up until you can pull up onto the floor.

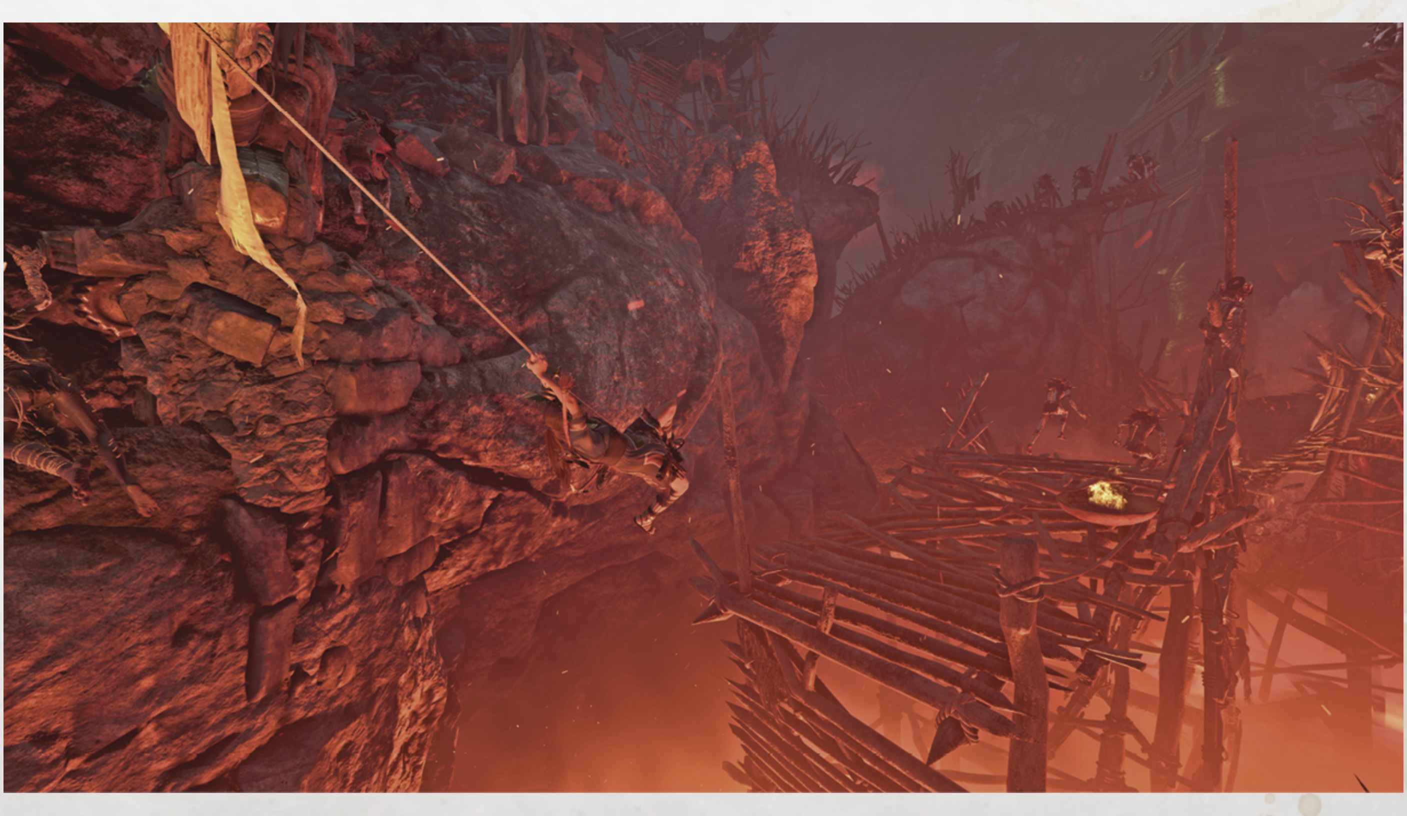
- Swing across the pole to reach the next ledge, being sure to grab on when Lara's hand slips off. Climb up and leap across another gap in the walkway.

- Continue straight and carefully walk the length of the log. Make a big leap forward and fling the Grapple Axe to grab on to the wall.

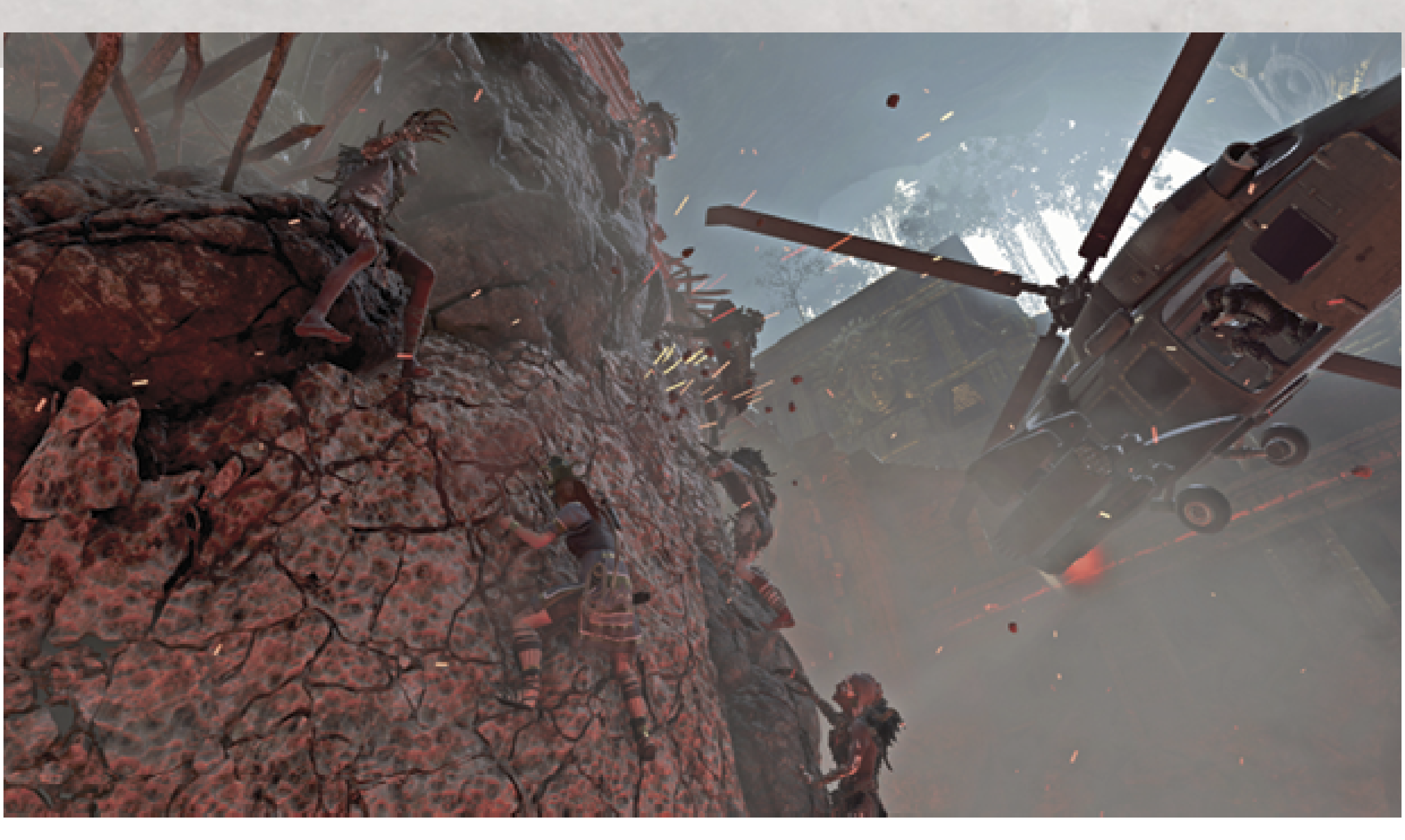
- Pull up and go right, making a lateral jump across the unclimbable portion. Continue right and rappel down. Swing backward and then forward before jumping over to the ruins.

- At the far end, tether a rope between the post and a rope coil above the next ledge, and ride the zipline down to reach the crimson fire (2).

LEAD THE YAAXIL TO THE PYRAMID



- Push forward through the gate. Jump and swing to the cliff face. Follow the Yaaxil right, using the Grapple Axe to swing cross the metal hook to the walkway.



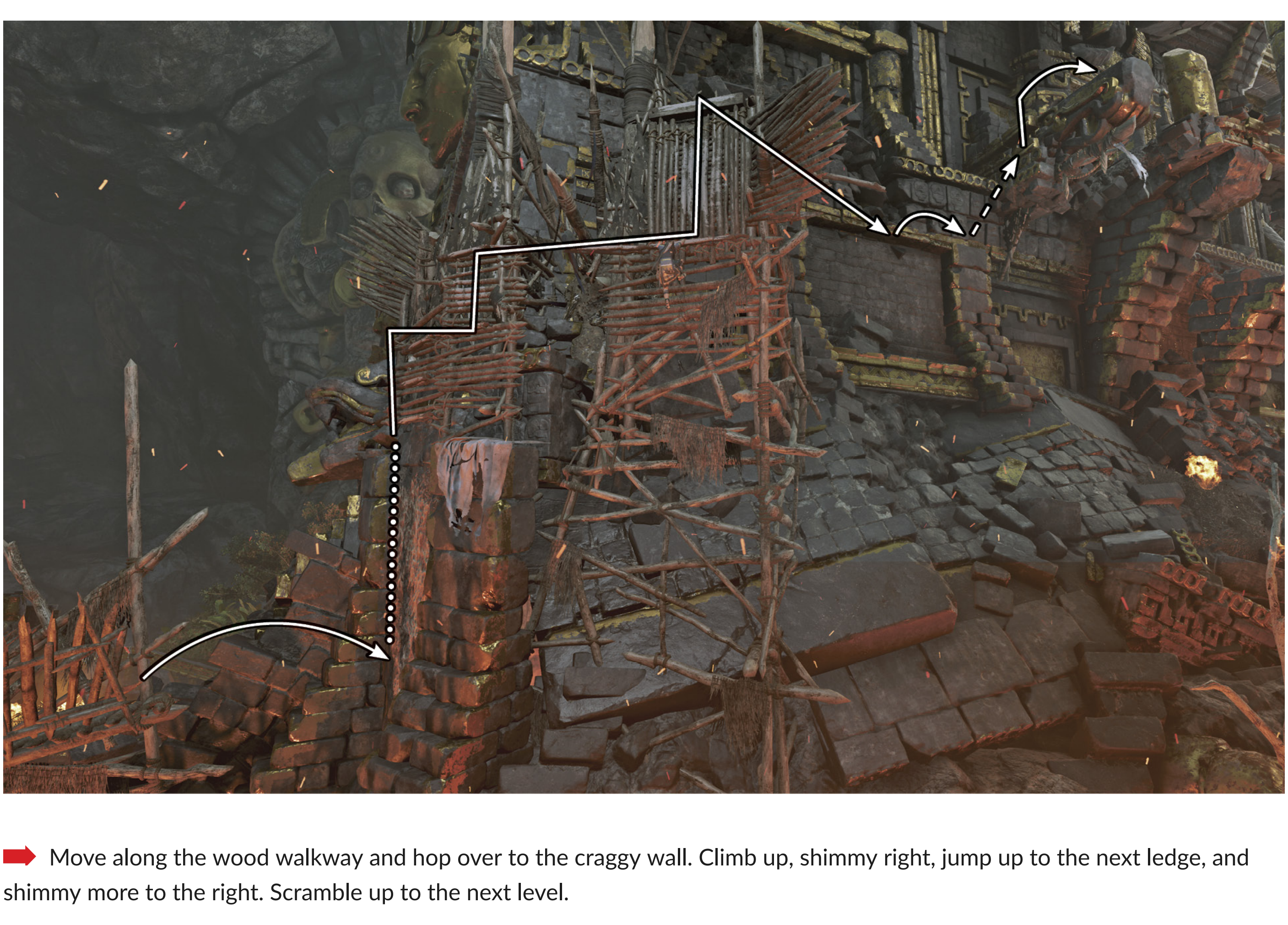
- Immediately sprint, hop the gap, and scramble up the wall. Shimmy left and jump to the craggy surface. Scale left and up until you're on top of the walkway above.

- Run and jump down the path. Leap toward the metal hook, and use the Grapple Axe to reach the cliff face. Quickly move to the right as the surface crumbles in from the left. Continue up until you reach another walkway.

DEFEAT TRINITY

Once you regain control, shoot the red explosive urn on the right to take out the lone Trinity soldier (3). More enemies drop in; assist the Yaaxil as they take them down.

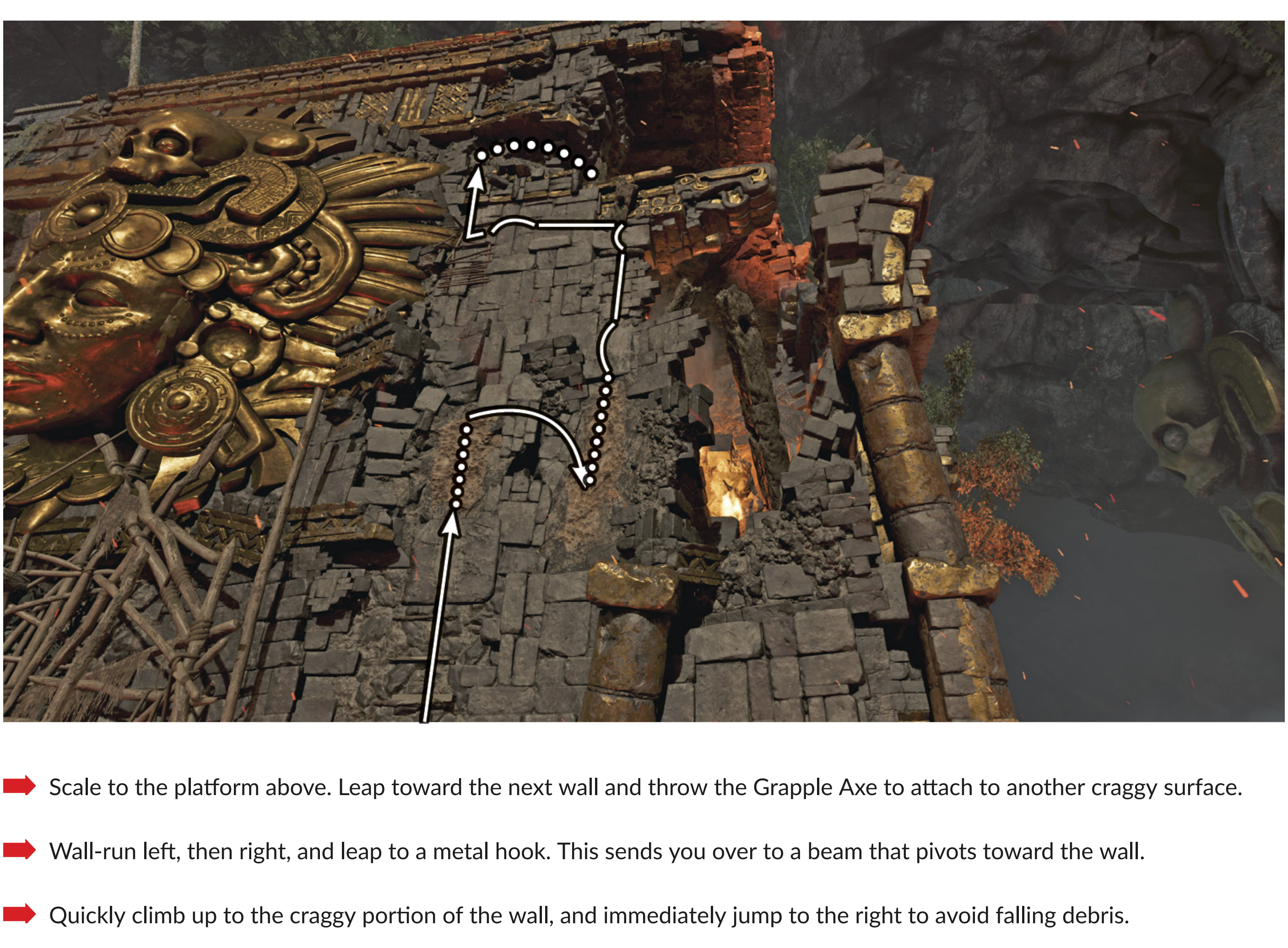
Around the corner, fight off more Trinity soldiers who appear on the balconies ahead. Another right turn finds an APC and more soldiers. Take the guys down as you push forward. Wall-scramble and climb behind the vehicle to the City of the Serpent Base Camp. Check out available combat Skills before continuing your charge. If you haven't purchased the Puma's Feint Skill yet and it's available, grab it. This Skill is extremely helpful during the boss fight.



- Move along the wood walkway and hop over to the craggy wall. Climb up, shimmy right, jump up to the next ledge, and shimmy more to the right. Scramble up to the next level.

- Tightrope to the end of the beam, jump straight ahead, and throw the Grapple Axe to grab on to the ledge. Climb up and jump to the walkway.

- After a short slide, leap toward the metal hook and use the Grapple Axe to swing to the craggy wall on the left.



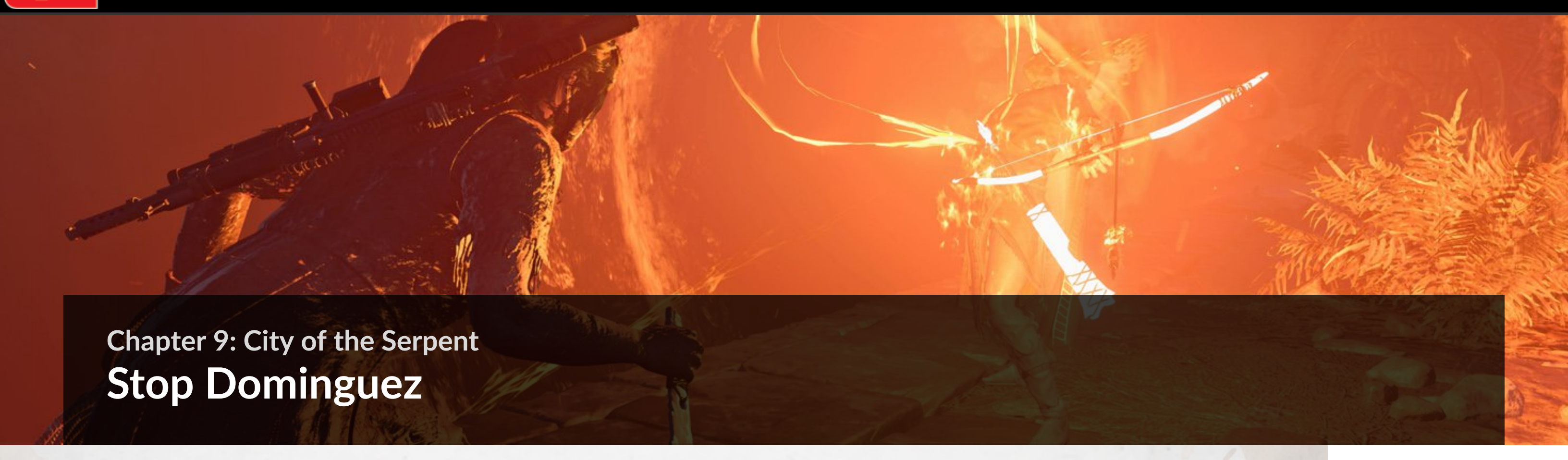
- Scale to the platform above. Leap toward the next wall and throw the Grapple Axe to attach to another craggy surface.

- Wall-run left, then right, and leap to a metal hook. This sends you over to a beam that pivots toward the wall.

- Quickly climb up to the craggy portion of the wall, and immediately jump to the right to avoid falling debris.

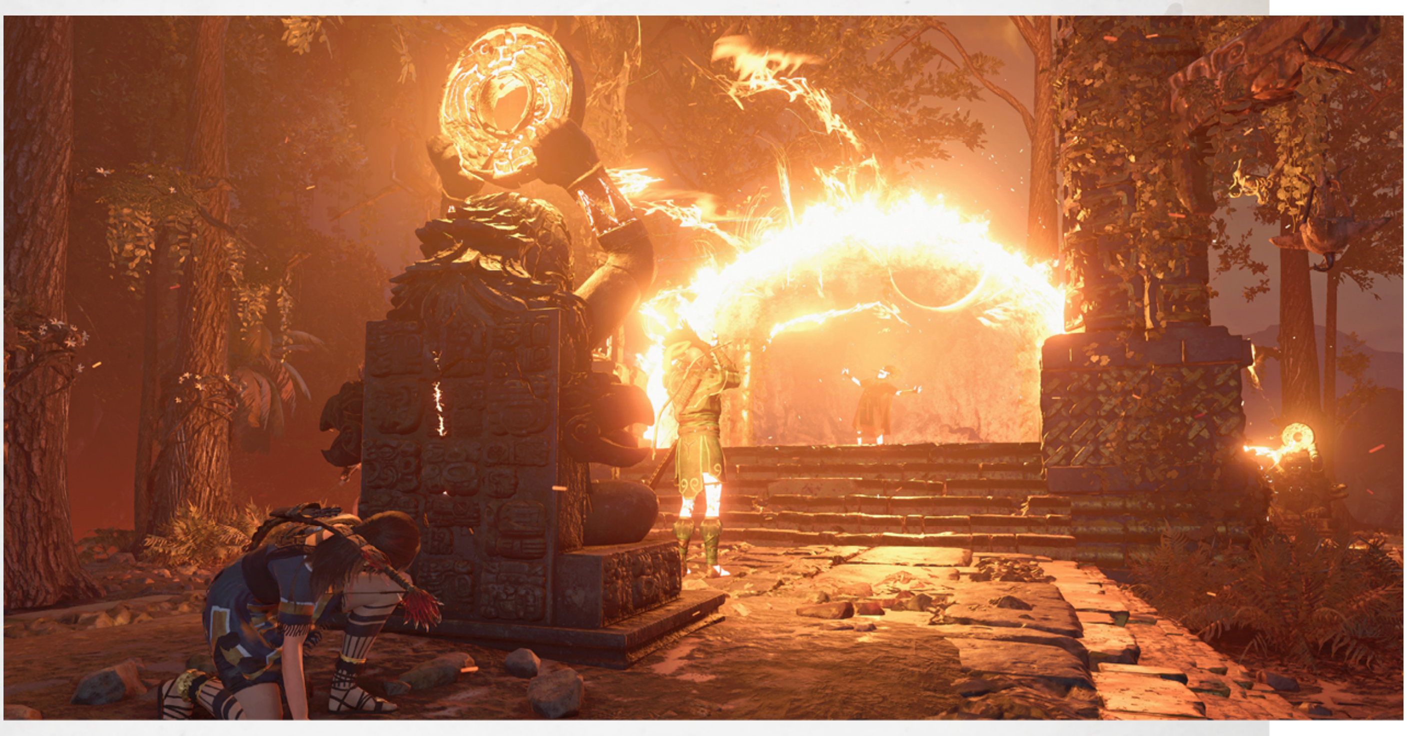
- Scramble and jump up the wall, being sure to grab on when grip is lost. Shimmy and jump left, then scramble up to the craggy surface.

- Hurry right around the corner. Leap toward the next wall, and throw the Grapple Axe to attach to the overhang. Pull up and move right. Jump up to the overhang ledge and continue upward to find Dominguez (4).

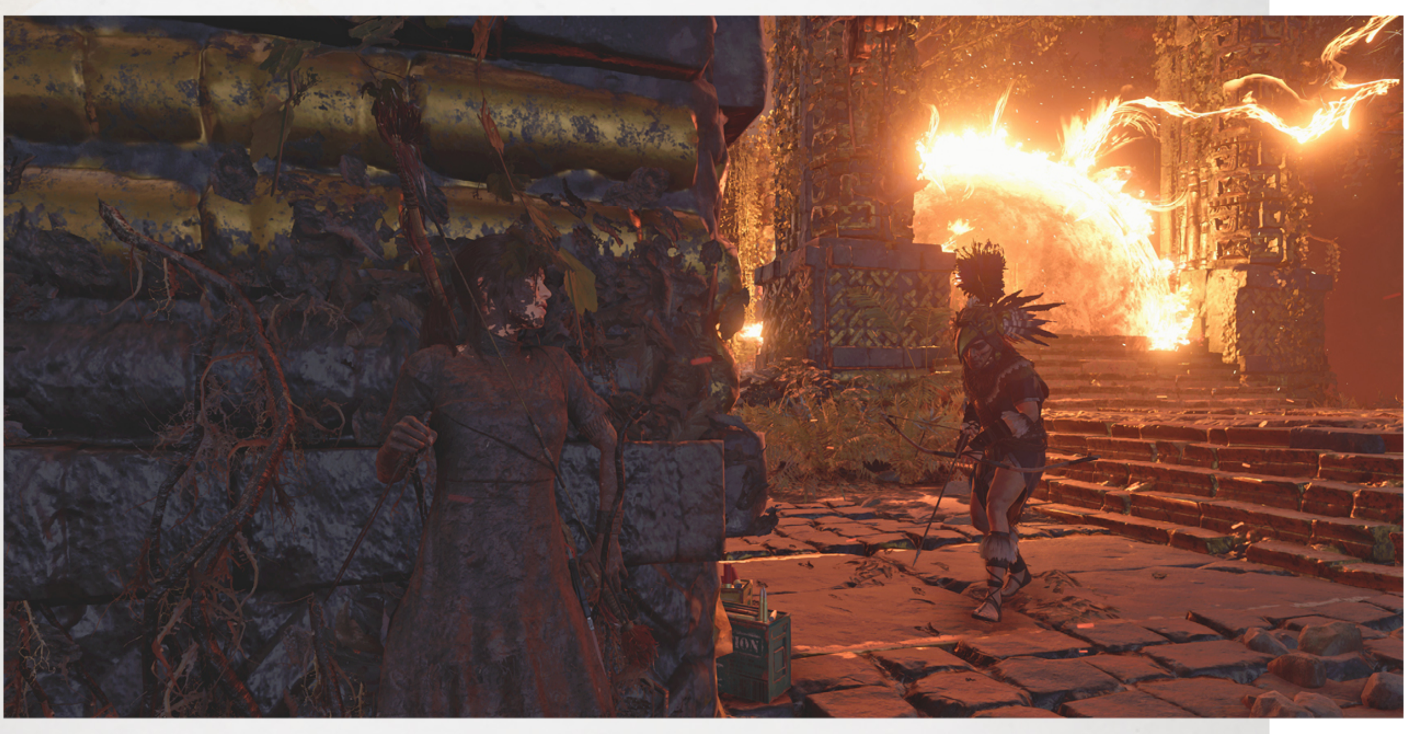


Stop Dominguez

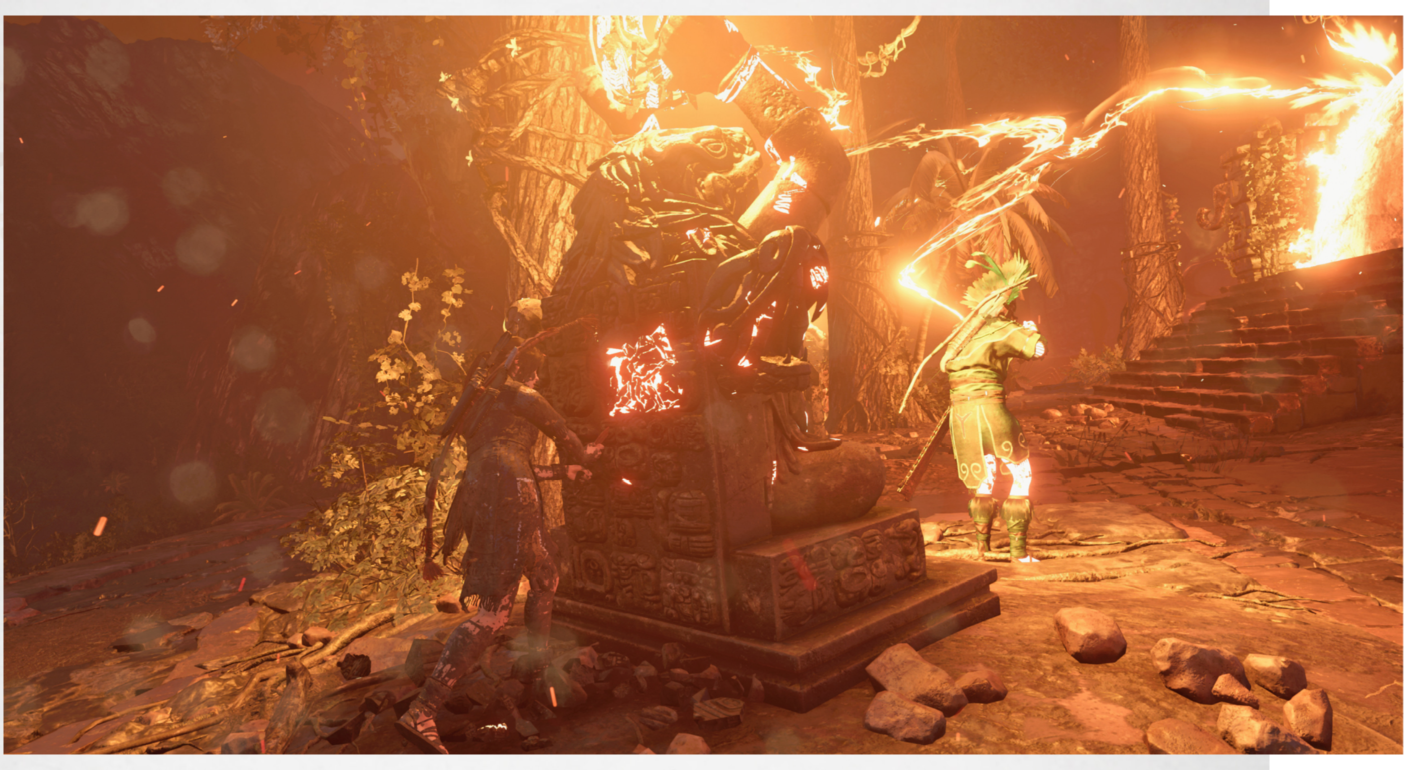
PHASE 1



Dominguez is protected by a shield, as he draws power through three Kukulkan warriors and the statues they are bound to. Neither Dominguez nor the warriors can be attacked at the moment. By destroying the back of a statue, the attached warrior is released, and is joined by a couple of soldiers.

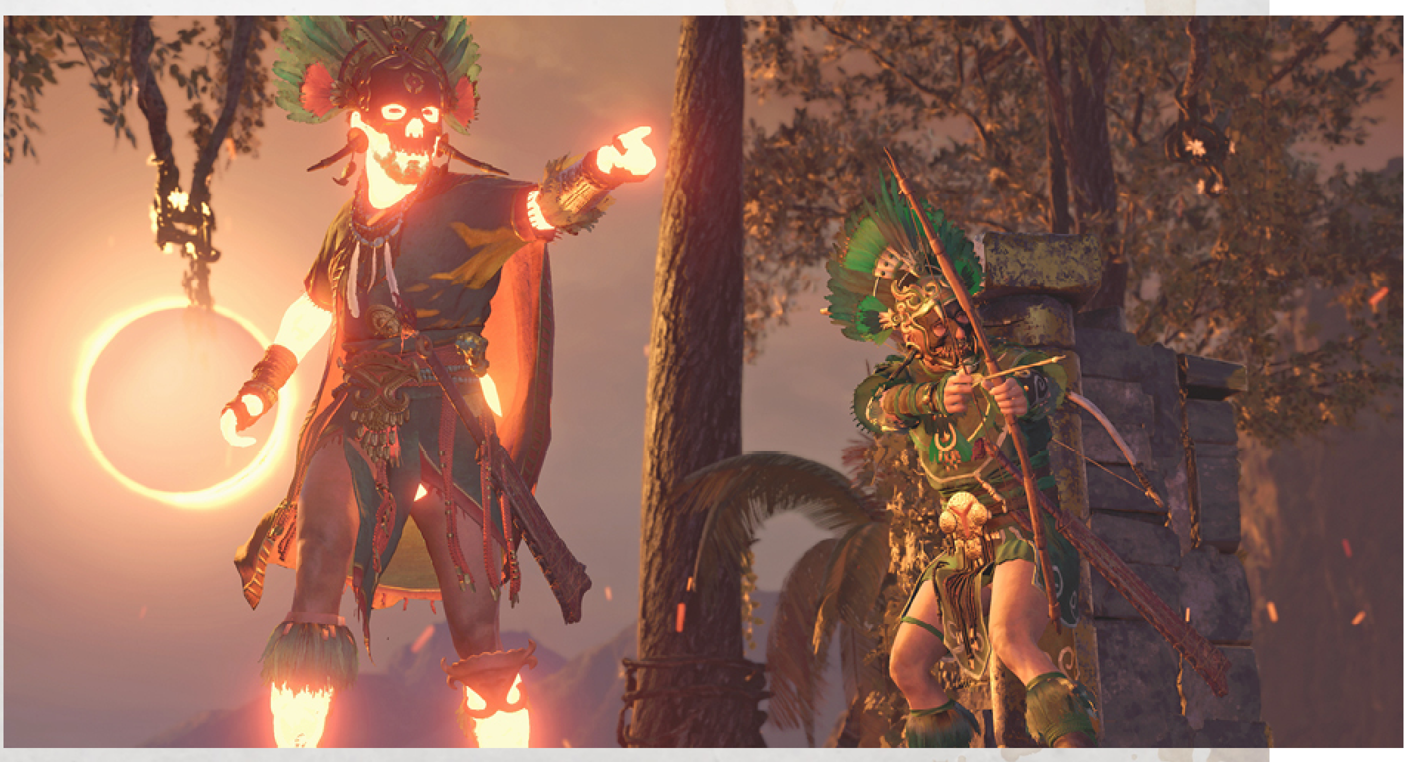


Bushes, vegetation walls, and mud-covered walls allow you to escape and hunt the warriors stealthily. Six climbable trees allow you to attack from above. Be careful along the outer edges. While you can't step off, it is possible to jump over the ledge and enemies are able to knock Lara off the side.

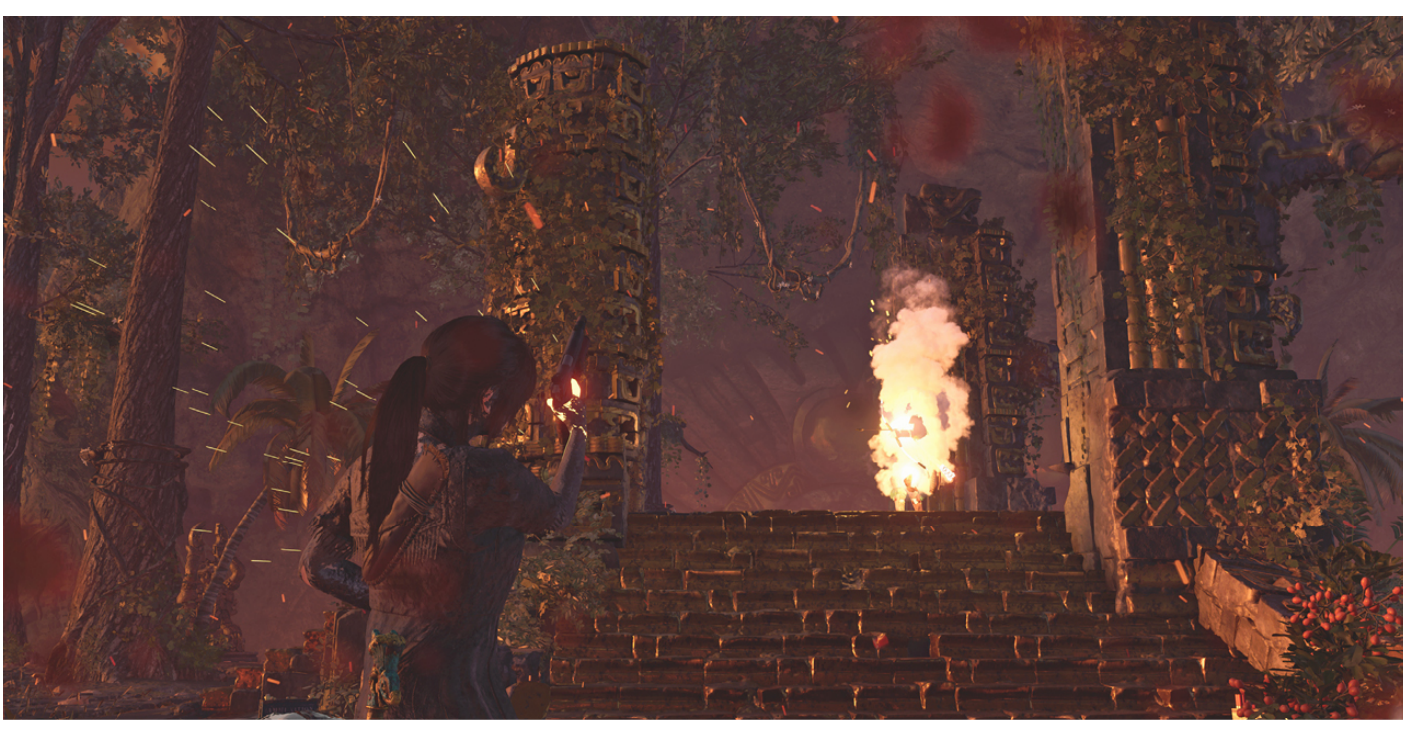


The enemies are susceptible to all of your special ammunition and Puma Feints. It is not necessary to defeat the enemies before destroying the next statue, but you may need to fend them off while doing so.

PHASE 2



Once the backs of all three statues have been destroyed, Dominguez comes after Lara with sword drawn. He is shielded and unable to be damaged at first. You must create instability in his new powers by shooting him. Try to stay at distance while pelting him with weapon fire, keeping him within view. Once the shield has absorbed enough damage, it becomes unstable. He is particularly susceptible to fear arrows and flare rounds.



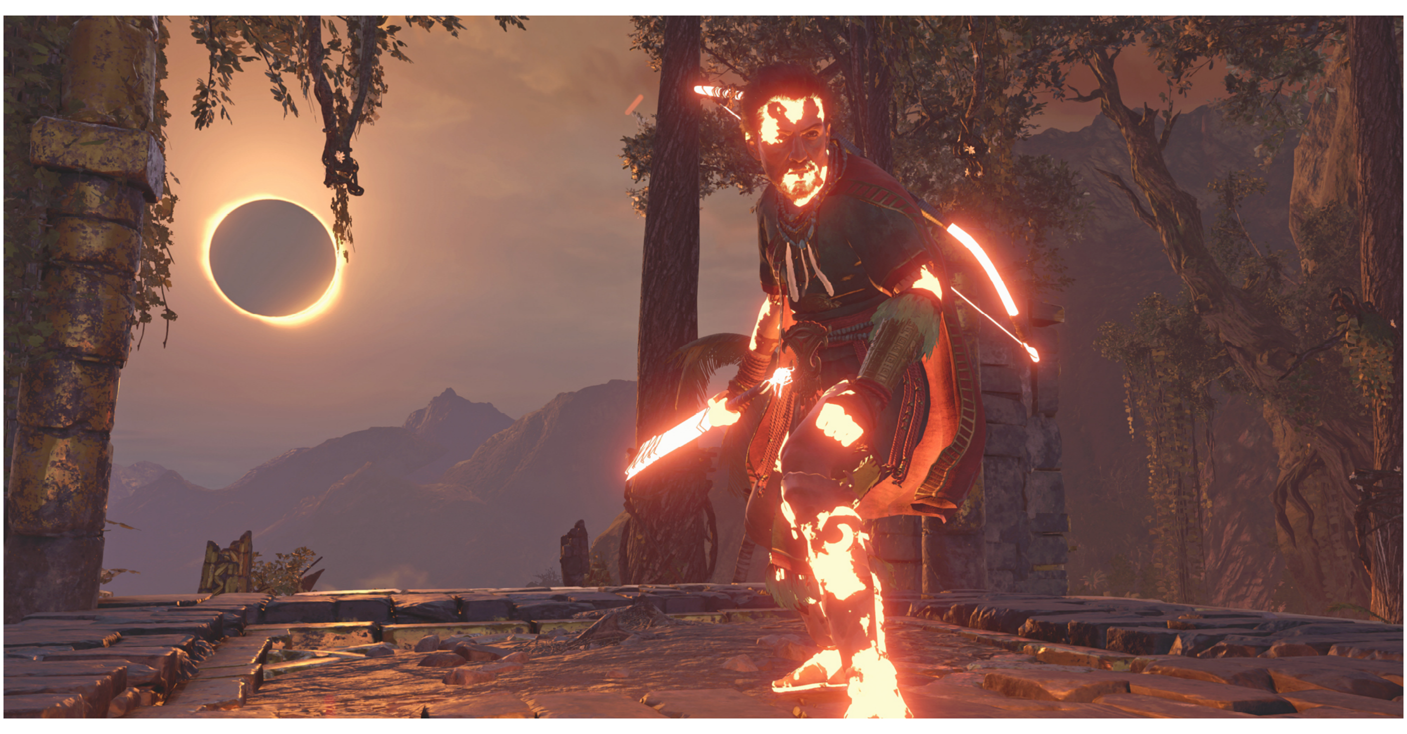
At this point, he is vulnerable to a takedown—indicated by energy emenating from the boss. Quickly move in and stab Dominguez. If you do not reach him in time, you must repeat the process. With the first takedown, Lara gains the dagger. Each successful takedown weakens the boss's hold on the power of Kukulkan.

More Kukulkan warriors join the fight, so pick them off as you move around the environment. Concealment vegetation and trees can be used to gain stealth attacks on your opposition, but it gets tougher to pull off as the fight progresses. Red explosives are available during Phase 2, which can be used to pick off warriors or damage Dominguez's shield.

When Dominguez gets close, he attacks with the sword, which has great range as fire emanates from the weapon. Evade this maneuver as you would any melee strike, staying well out of range to avoid taking damage from the fire. From distance, he shoots fire arrows. Steer clear of the areas that continue to burn.

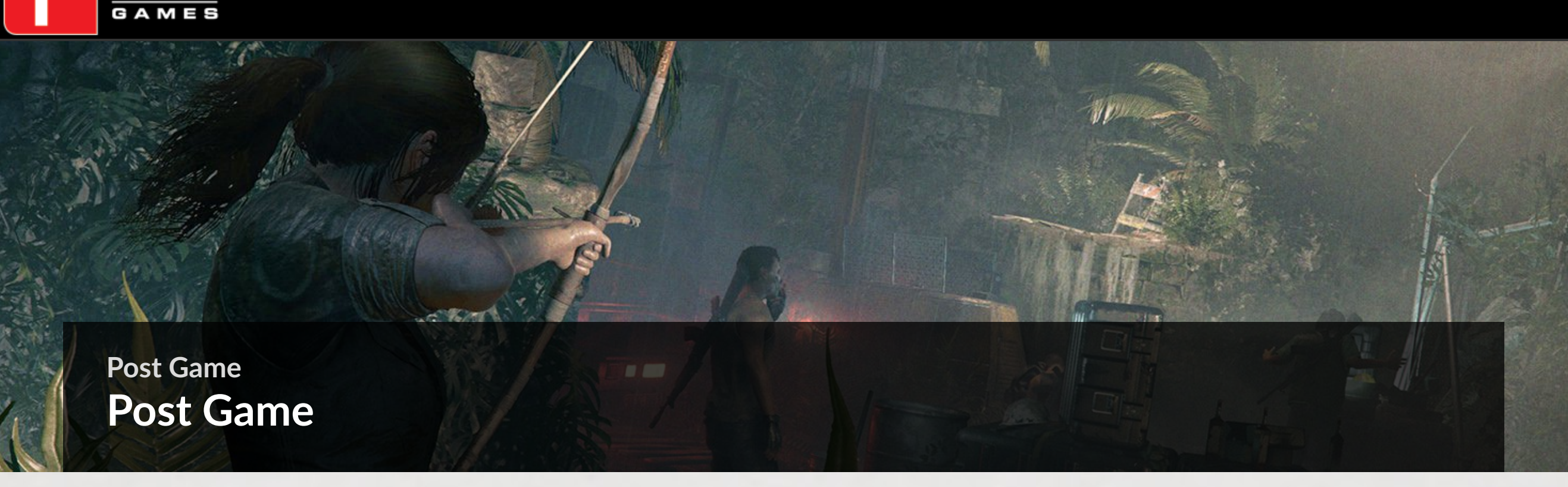
PHASE 3

After three takedowns, Dominguez loses his mask and gains the ability to teleport to the player. Evade when you see the flash of light to avoid a possible attack. Because of this ability, stealth techniques are much harder to utilize. The boss teleports to the player if he loses sight of Lara. This includes if she is in tree branches.



Treat this phase just like the second. Stay on the move and keep the boss in sight. Don't forget to heal and collect the resources whenever possible.

Continue to weaken the boss until he falls and quickly move in for a knife stab. Three successful takedowns finishes Dominguez off.



Post Game

LOCATION: PAITITI, PERU

OBJECTIVE: EXPLORE THE REGIONS

After defeating Dominguez and completing the game, you return to Paititi. From here, you can finish up all of the challenge tombs, crypts, challenges, side missions, and Artifact collections that remain incomplete. Use campfires to fast-travel between regions. If you're missing any collectibles from Cozumel, there are new Base Camps available.

Refer to the Status screen to find out what remains to be completed, then check our region maps for where to find missed items and activities. This is also a great opportunity for the following activities:

- Exotic animals can be hunted as soon as you reach the regions.
- Valuables hidden behind special barriers and inside treasure chests require special gear acquired later in the game.

HUNTING GROUNDS

Hunting is an extracurricular activity available in Peruvian Jungle, Kuwaq Yaku, Hidden City, and Mission of San Juan anytime these regions are accessible. A variety of animals live in the wild areas of these regions. From small rabbits and birds to jaguars and capybaras, all of these animals can be hunted. Each kill earns a set amount of XP, along with resources. Birds provide feathers, while land wildlife yield hide and possible fat. Rare resources are available from exotic animals, such as the black wolf and empress jaguar. Some locals reveal the locations of these animals.

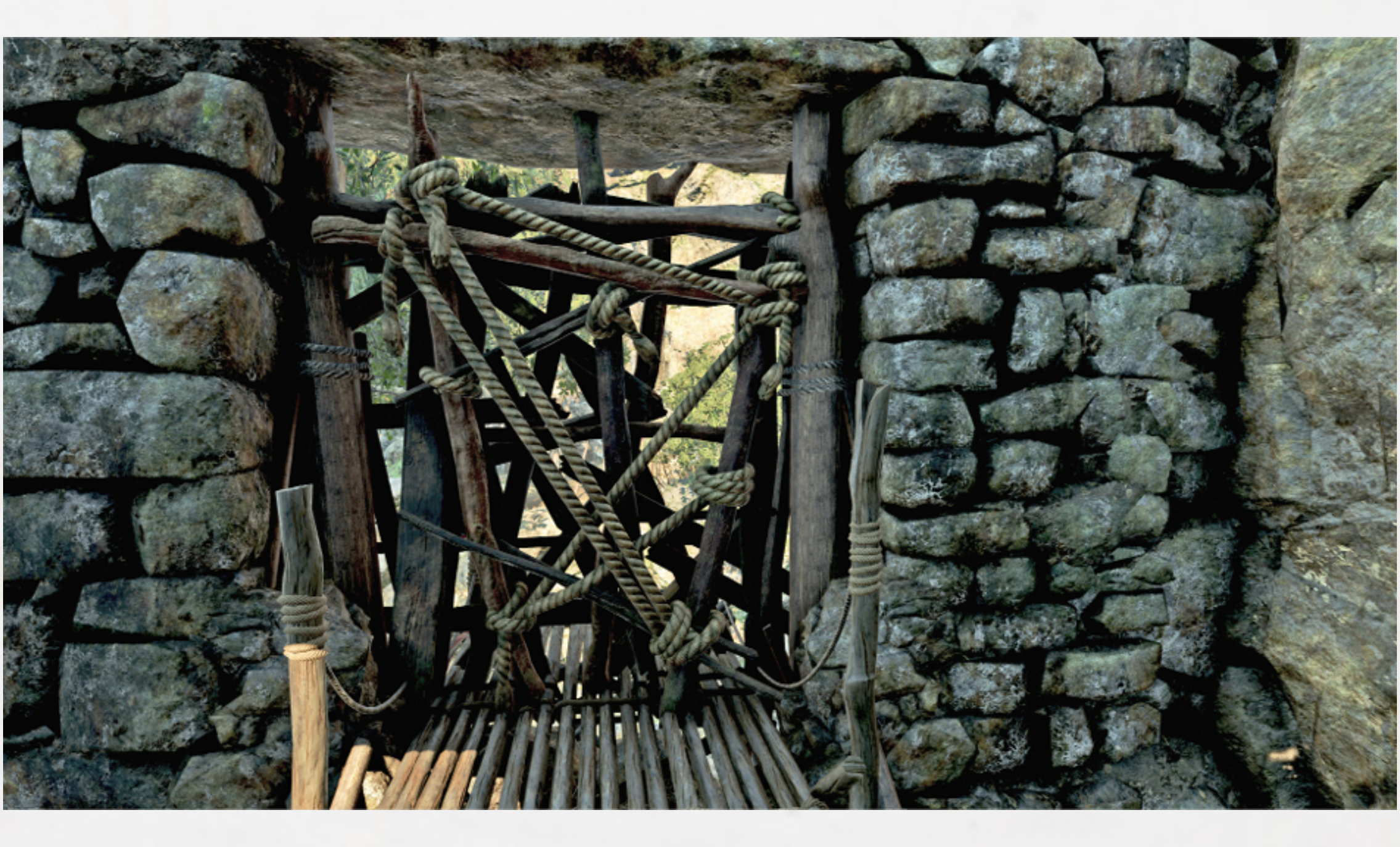
The following table lists the exotic animals found in each region.

REGION	EXOTIC ANIMAL	LOCATION
Kuwaq Yaku	Eagle	Above the entrance to the temple, in the village.
Hidden City	Black Wolf	Near crypt, north of abandoned village.
	Albino Capybara	Paititi Wilderness.
Mission of San Juan	Empress Jaguar	Jungle outside of mission, just before Tree of Life Challenge Tomb.
	Condor	Talk to the man who stands along the road that leads to the mission. He informs you of a condor flying just outside the crypt.

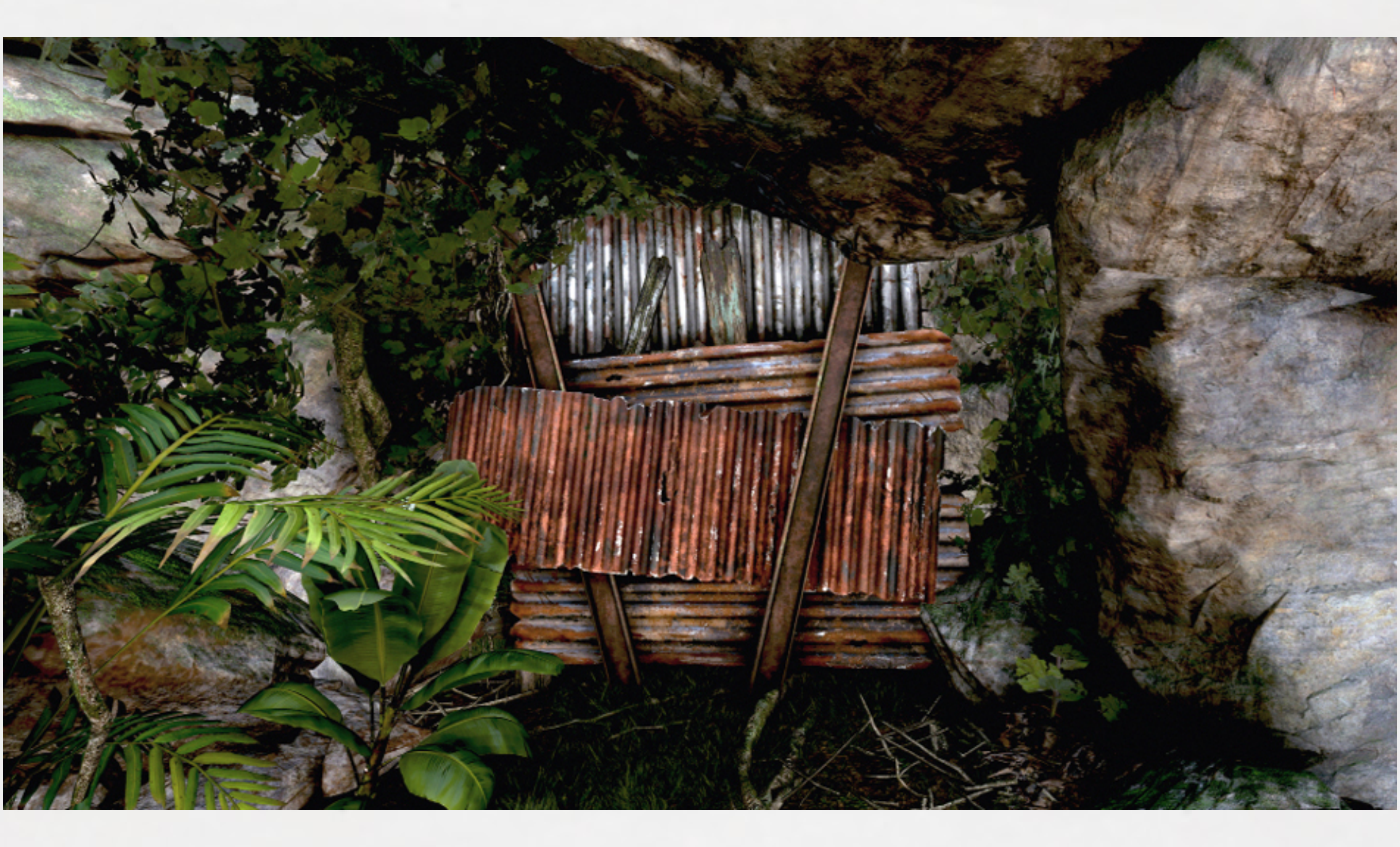
BARRIERS

Three types of barriers are inaccessible the first time you find them, and must be revisited at a later time if you wish to explore the barricaded areas. Braided ropes require a Reinforced Knife, which isn't available until you reach Paititi. Shotgun barriers can't be entered until you find the shotgun in Cenotes. Ascender barriers require the rope Ascender to destroy the obstruction—purchase it from a special Merchant after completing a specific side mission in Paititi.

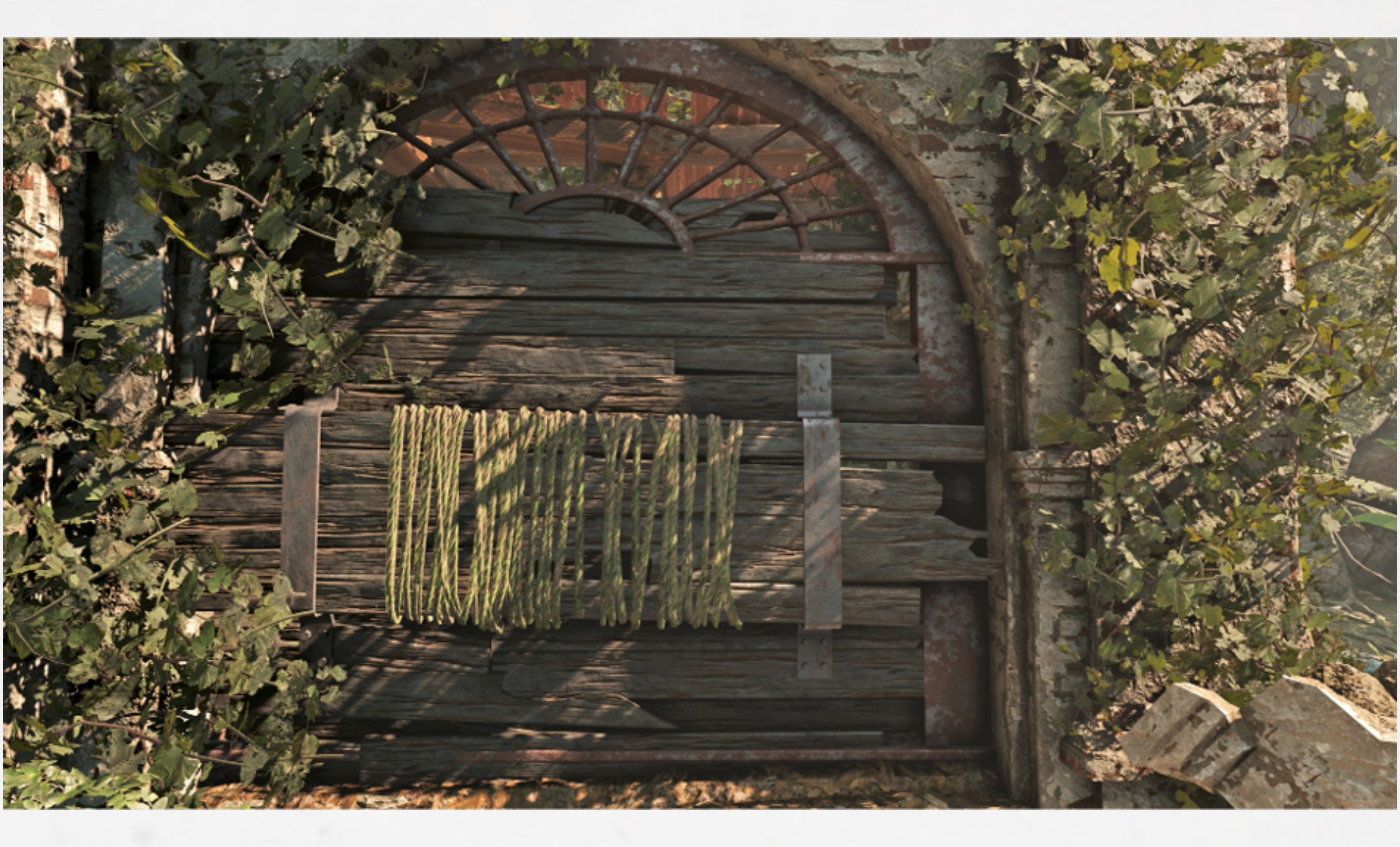
ROPE BARRIER



SHOTGUN BARRIER



ASCENDER BARRIER



Our region maps identify these three types of barriers. The following table lists the valuables found behind them in each region.

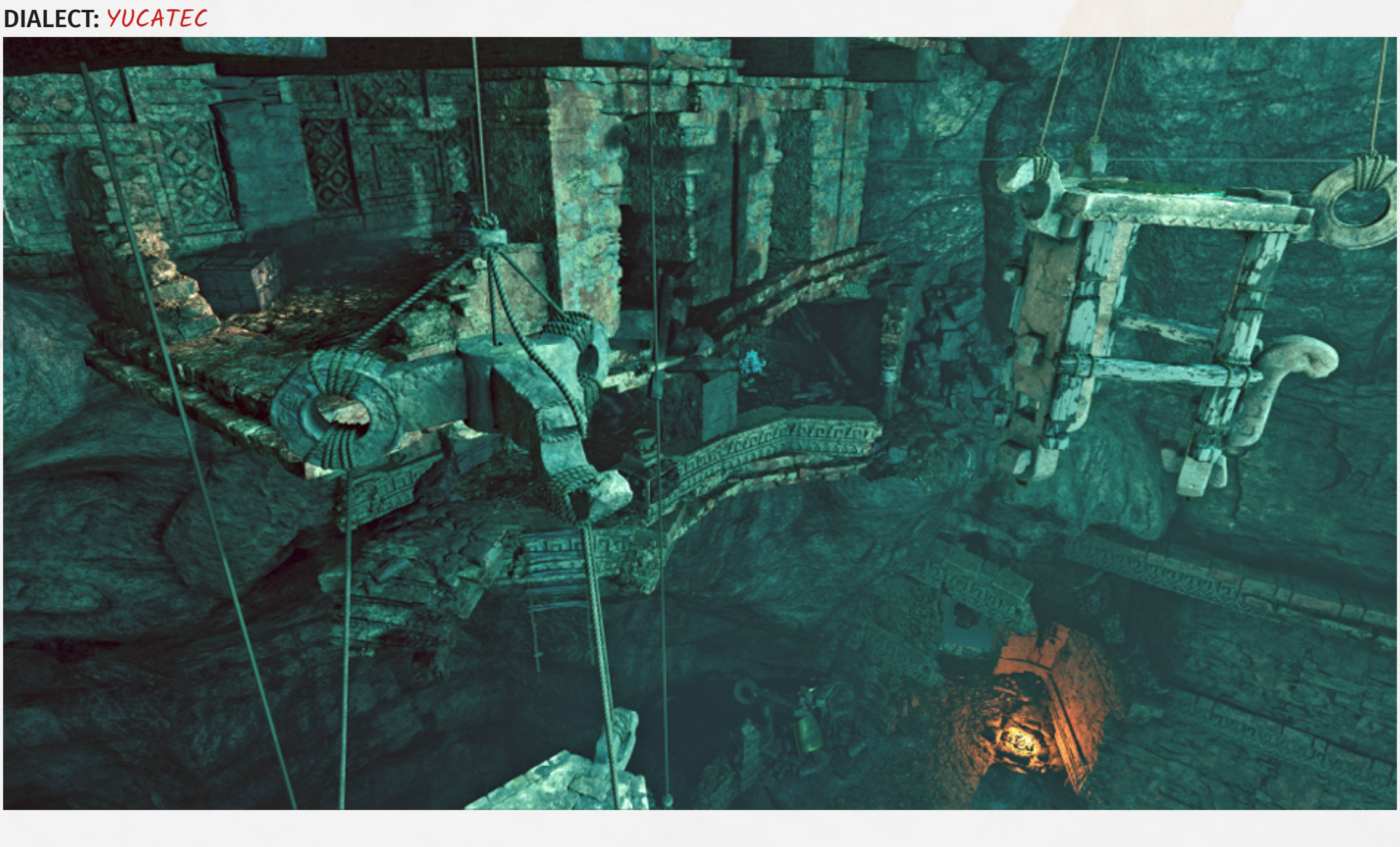
REGION	BARRIER TYPE	WHAT YOU WILL FIND
Cozumel	Braided Rope	Braided ropes block access to a corridor, but nothing is hidden inside. This is provided as a convenience if you return to the Cozumel ruins. It allows access aboveground, when the underwater tunnel is no longer accessible.
Kuwaq Yaku	Shotgun	A shotgun is required to enter the one-room crypt on the east side of the region, and to find rare resources and a Document in the jungle.
	Ascender	An Ascender barrier is found in the jungle area near the challenge tomb entrance. Find rare resources inside.
Hidden City	Braided Rope	Braided ropes block rare resources near the market, inside the abandoned village crypt, and next to the Belly of the Serpent Base Camp. Another rope barrier is near the Mountain Temple entrance, providing access to one of the high-dive spots.
	Ascender	A couple of Ascender barricades are in the abandoned village. Find rare resources and Documents inside.
Cenotes	Shotgun	Provides shortcut between the temple entrance and the challenge tomb.
Return to Paititi	Braided Rope	Just after you cross the bridge and enter the Kukulkan stronghold, a barrier on the right allows access to a Relic and rare resources.
Mission of San Juan	Shotgun	From the Riverside Base Camp, cross the busted bridge to find the barrier on the right. A rare resource hides inside.
	Ascender	Enter Ruined Tower to find a Relic.

TREASURE CHESTS

In Paititi, the "Skill of the Player" side mission requires that you speak to five Outcasts around Paititi. The final Outcast is in the middle of the village, and turns out to be a special Merchant. Among other items, she sells the Lockpick, which is used to unlock conquistador treasure chests hidden around the regions. There are seven chests in all, and each one unlocks a new Artifact.

GOLD MASK

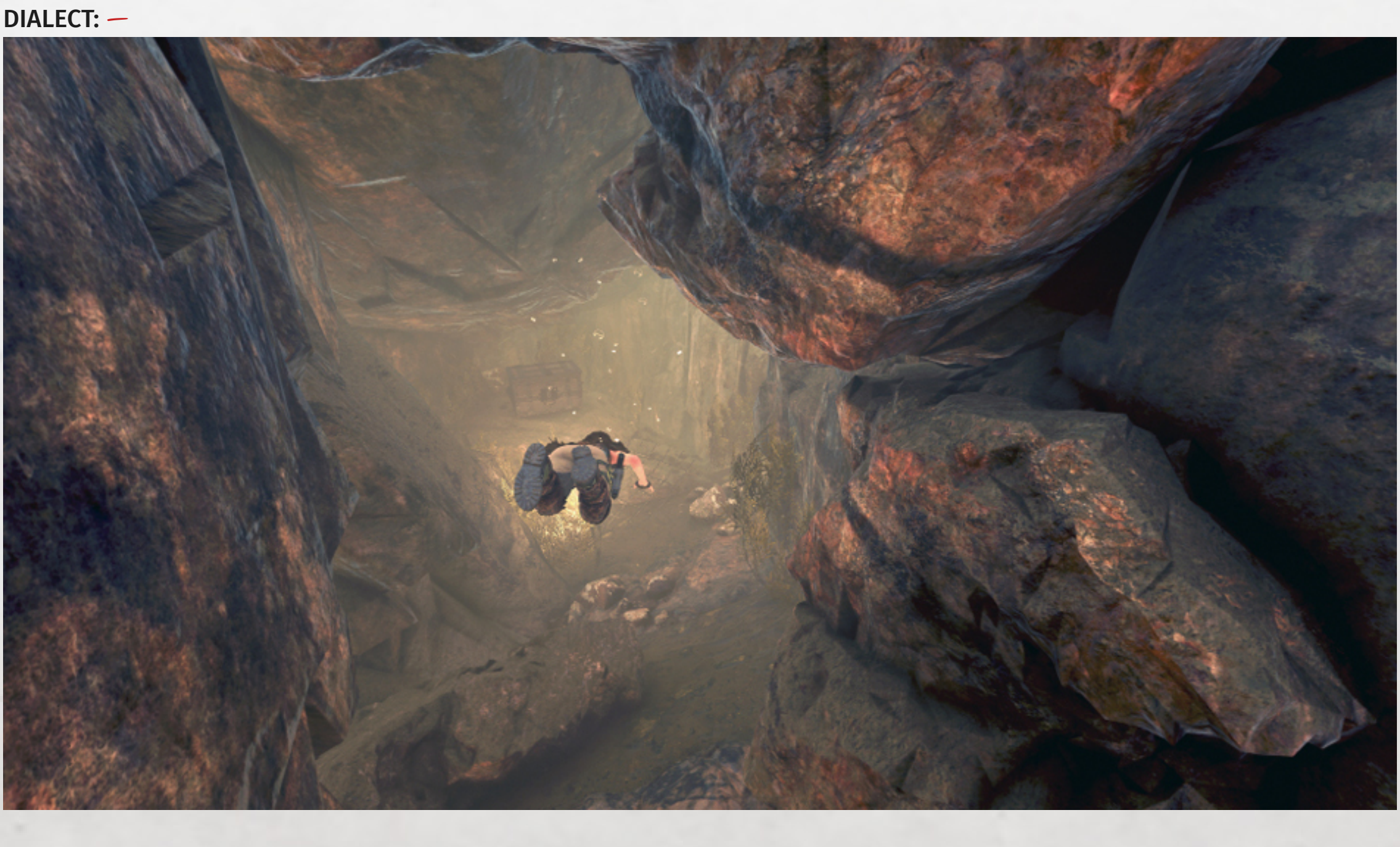
REGION: COZUMEL
DIALECT: YUCATEC



Fast-travel to the Tidal Caverns Base Camp inside the Cozumel Maya temple. Cross the pendulum platforms until you reach the walkway above the campfire. Tether a rope from the post to the rope coil above the far walkway and cross. Turn around and tether another rope to another coil on the upper walkway. Cross and find the chest to the left.

COPAL

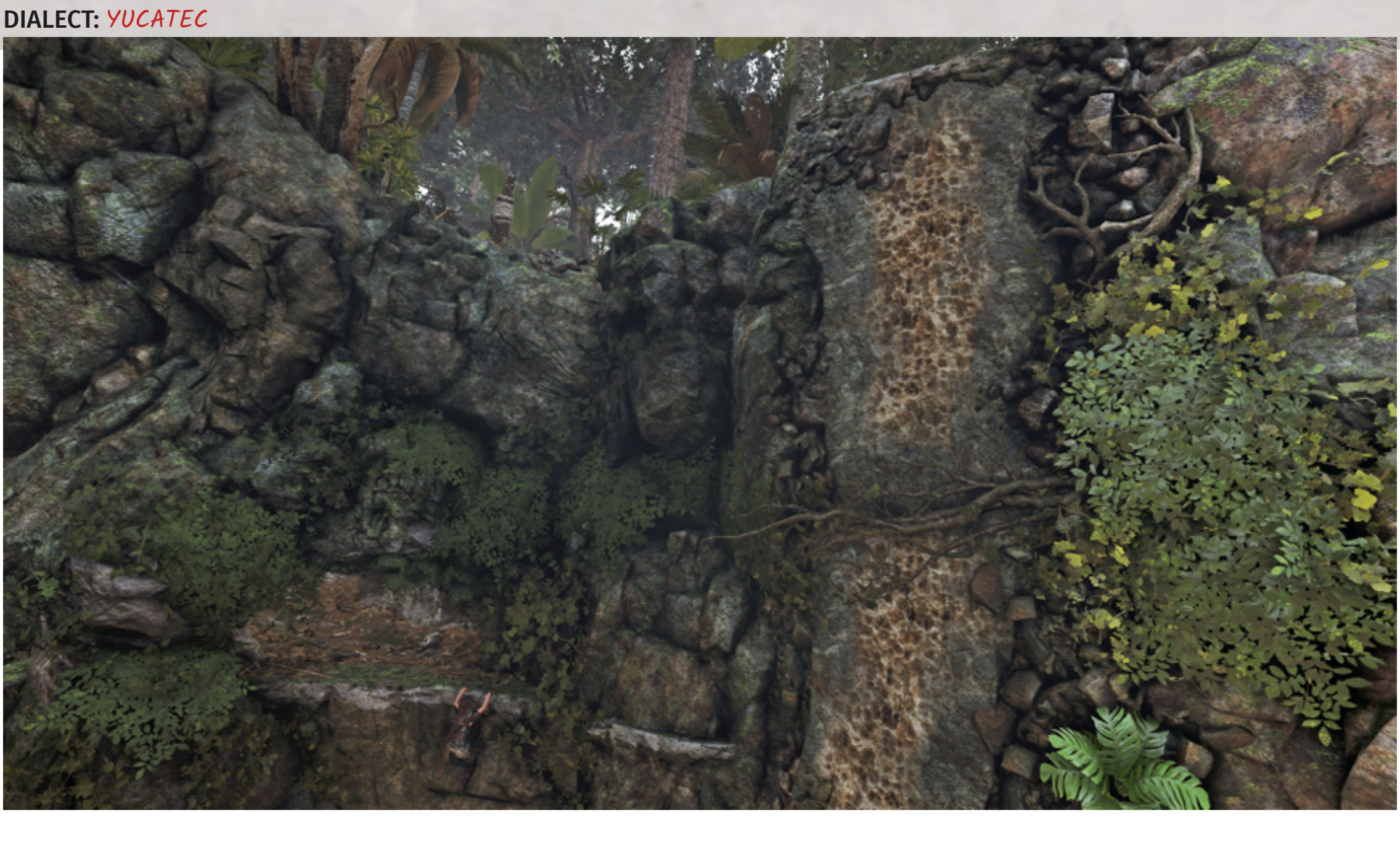
REGION: KUWAQ YAKU
DIALECT: —



From the Kuwaq Yaku Base Camp, run along the pier and dive into the water. Swim straight across until you hit land. Dive straight down to find a tunnel, pull off the pry barrier, and follow the path as it angles off to the right. This leads to a small cavern with a chest. Quickly loot the Artifact and fast-swim back the way you came.

SILVER MIRROR

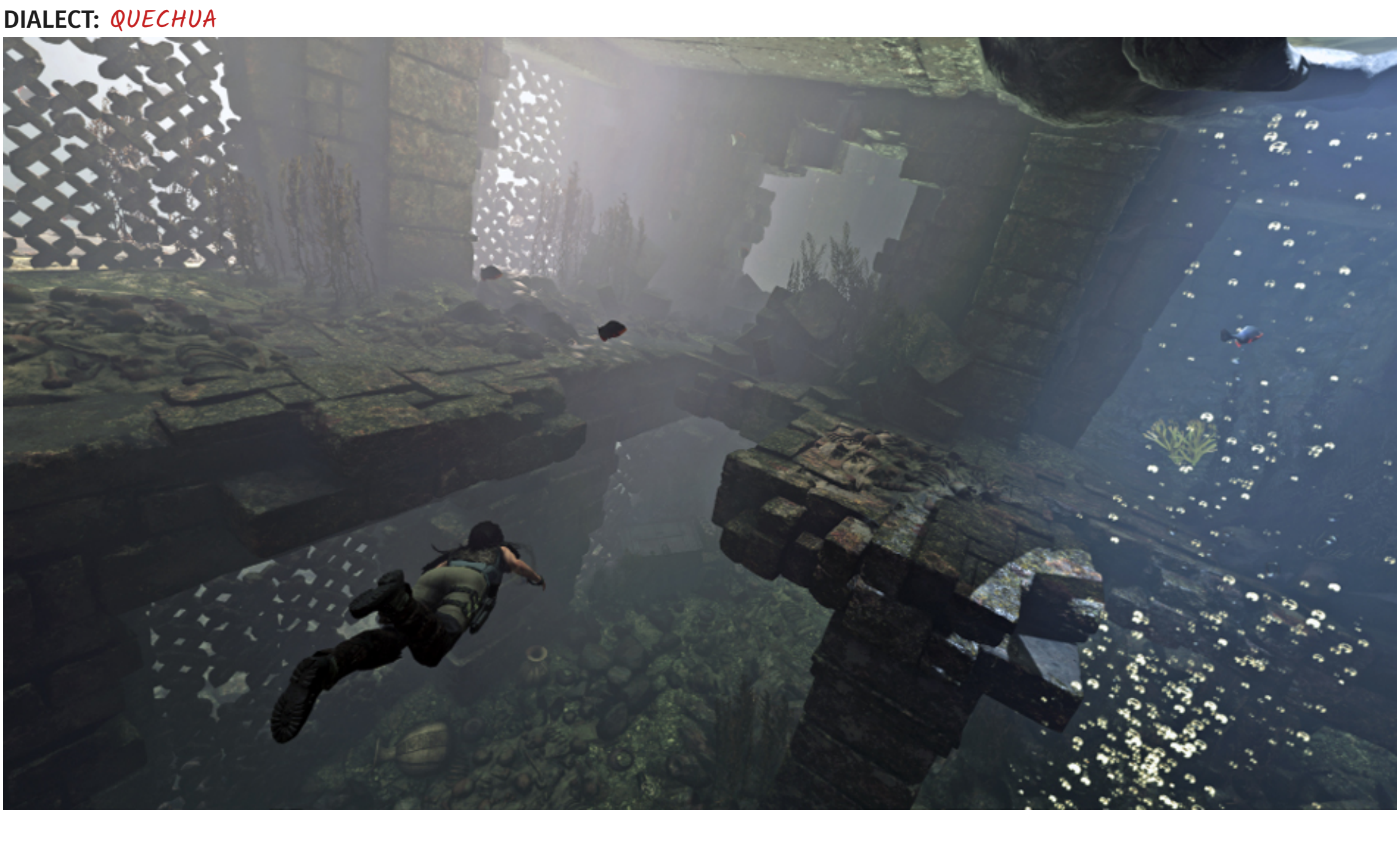
REGION: PERUVIAN JUNGLE
DIALECT: YUCATEC



This treasure chest is near the Plane Wreckage Base Camp. Find the post next to the cliff that you used early in the game to cross the ravine. Move around the tree to the northwest and hang off the cliff. Scale down the craggy surface, dropping past the roots that block your progress. Jump left across the ledges until you can climb into a tunnel. Follow it into a small cave to find the chest.

INTI STATUETTE

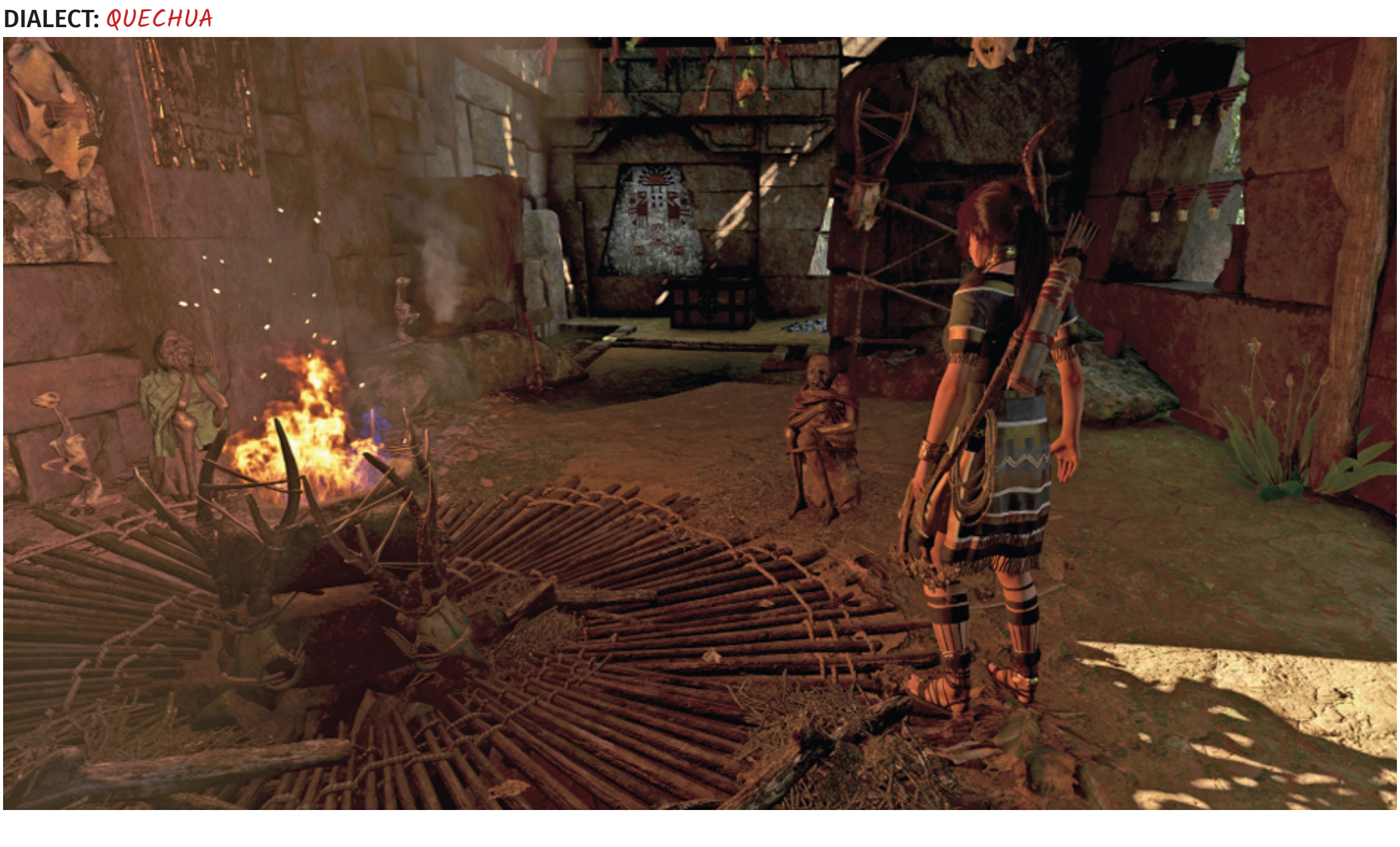
REGION: KUWAQ YAKU
DIALECT: QUECHUA



From the Temple of Life Base Camp, move into the next room and dive into the water on the right. Sneak past the piranhas until you reach the big cavern. Swim into the right ruins and follow the stairs up to the upper floor. Take a breath at the trapped air and dive into the lower floor to find the treasure chest.

AIRPLANE

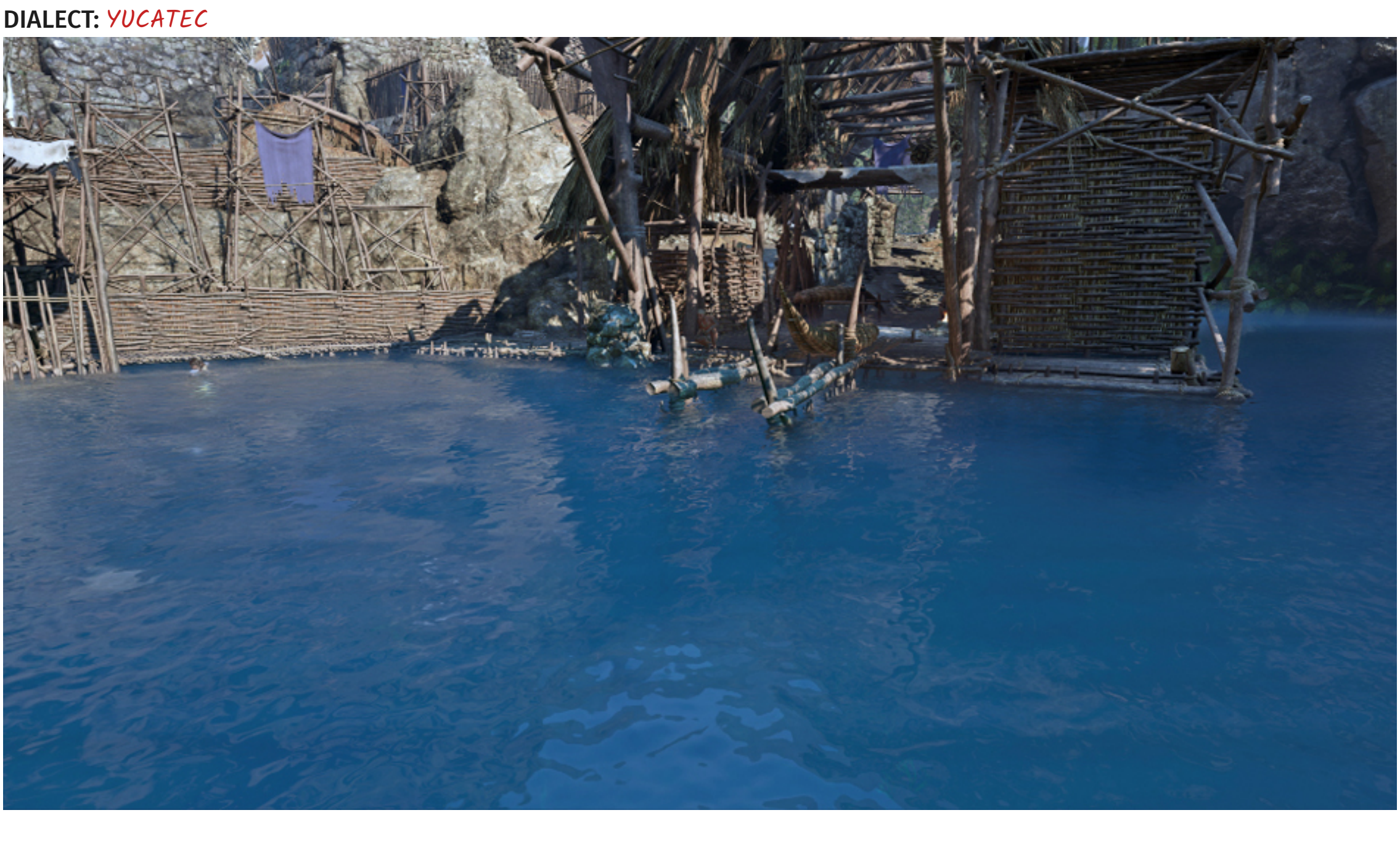
REGION: THE HIDDEN CITY
DIALECT: QUECHUA



One treasure chest is in the same structure as Pisco the Dead. If you purchased the Lockpick right after completing the "Skill of the Player" side mission, simply loot this chest after talking to Pisco the Dead.

BEAST EFFIGY

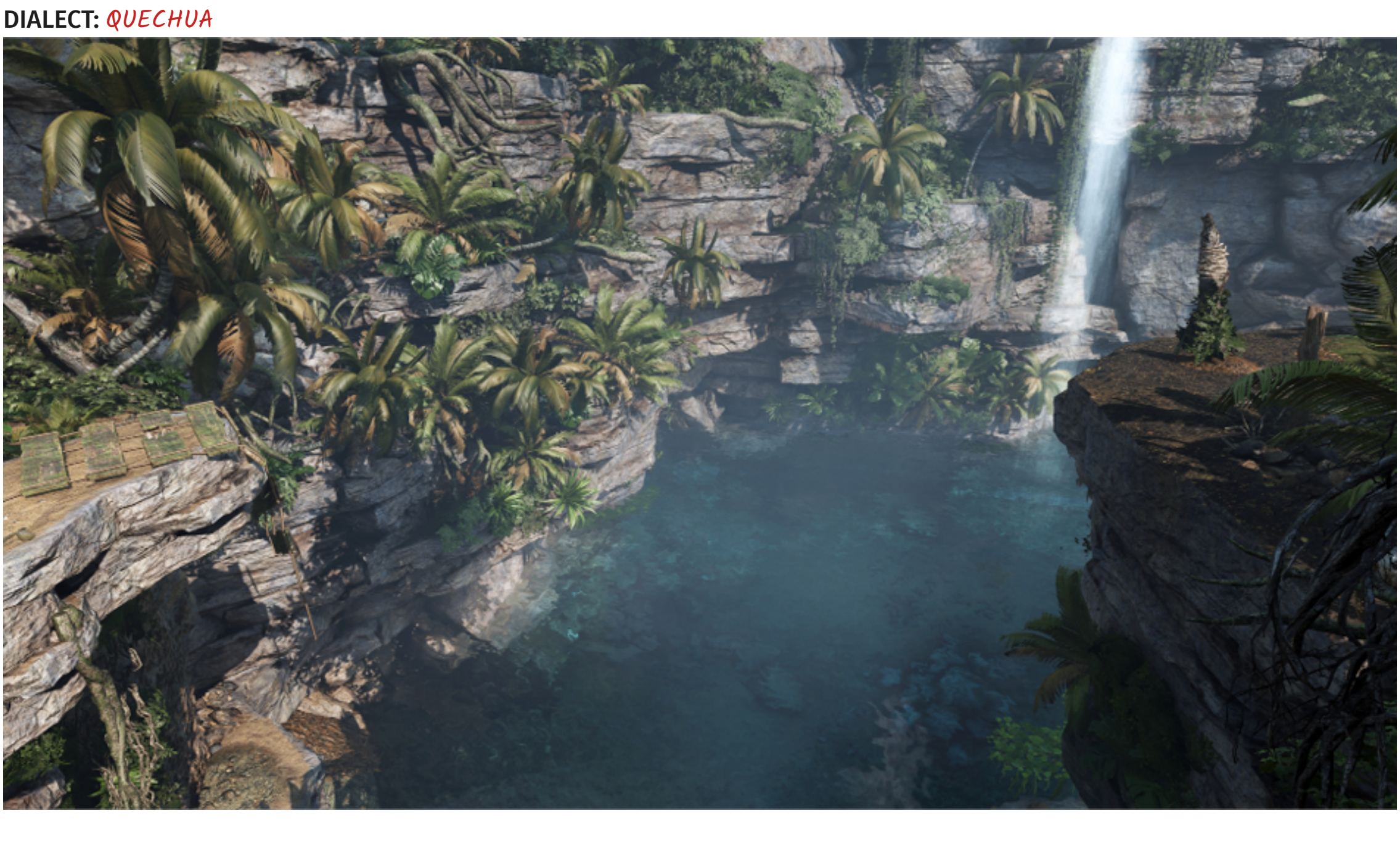
REGION: THE HIDDEN CITY
DIALECT: YUCATEC



From the Village Caves Base Camp, descend the steps and continue straight ahead until you can move down more steps to the right. Enter the boathouse, turn right, and jump into the water ahead. Turn right toward the dock, dive underwater, and swim into the opening. Follow the passage right to find the chest. Quickly loot the contents and return the way you came before running out of breath.

WARRIOR PENDANT

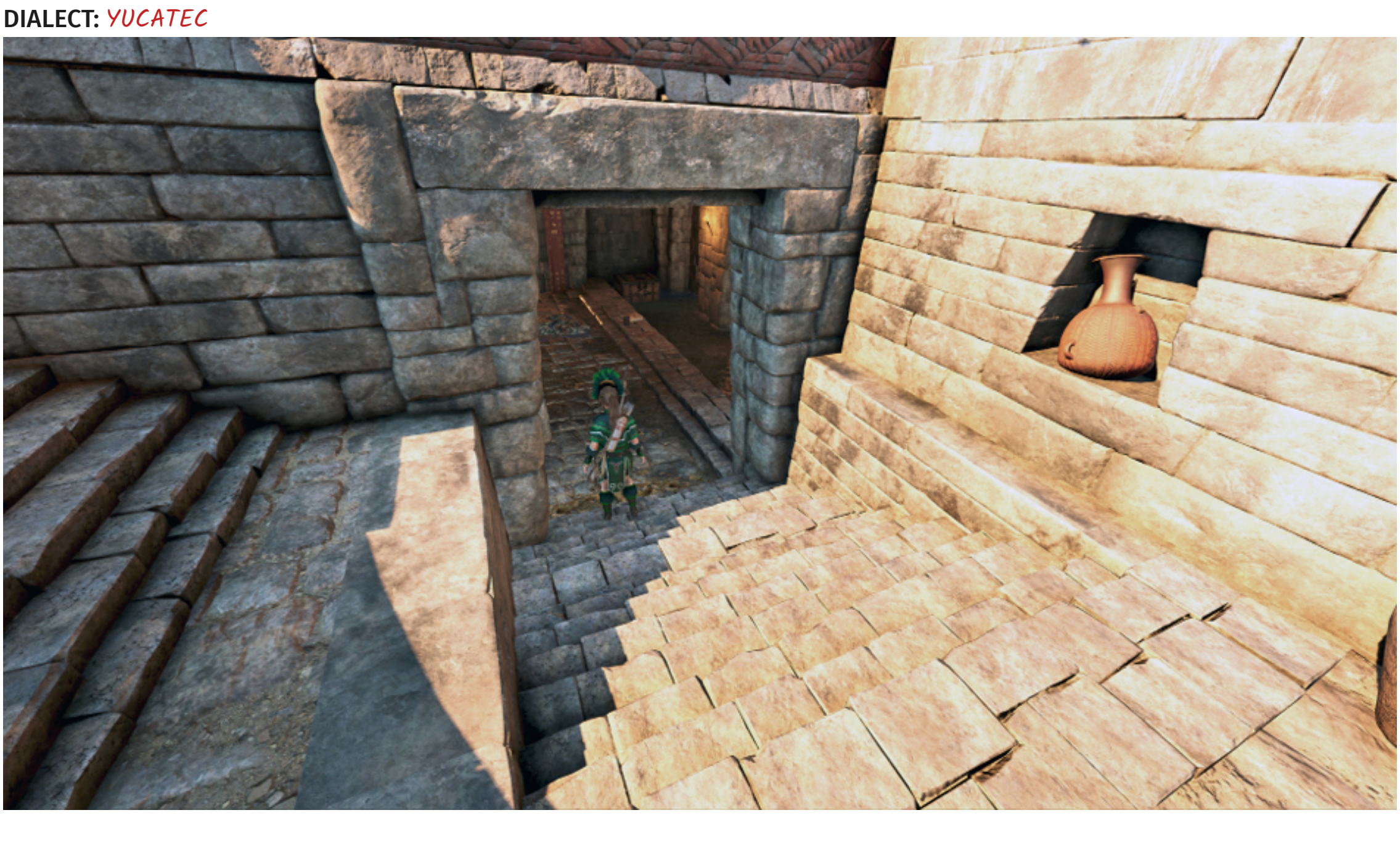
REGION: MISSION OF SAN JUAN
DIALECT: QUECHUA



From the Ruined Tower Base Camp, cross the log to the east and follow the path to a body of water. Jump in and swim through the opening along the left mountainside. Climb out on the right and scramble up the wall to find the chest.

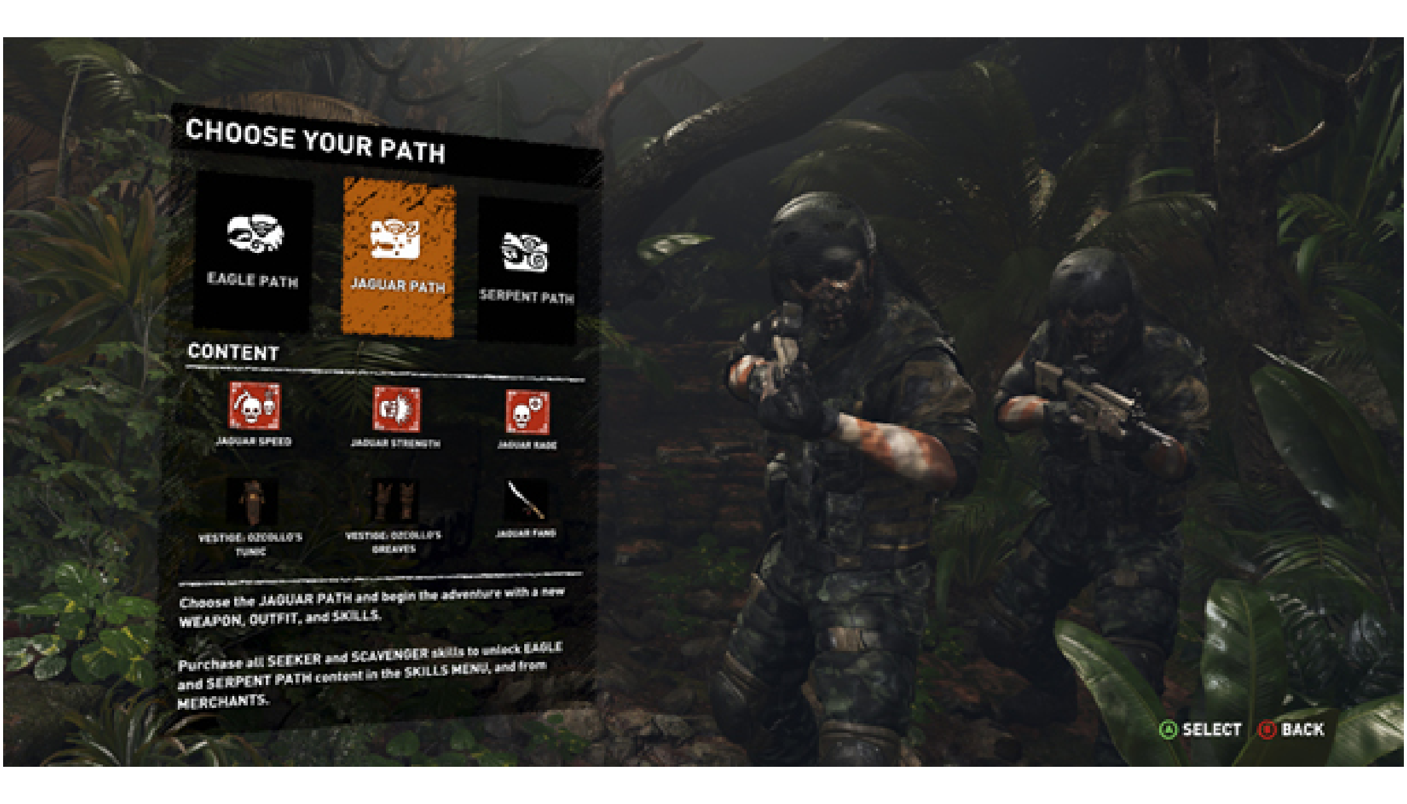
EAR SPOOLS

REGION: THE HIDDEN CITY
DIALECT: YUCATEC



In Upper Paititi, near the brig from the "Collateral Damage" side mission, find the caged jaguars to the right of the temple entrance. Move past the vendors and enter the opening ahead. The Treasure Chest sits against the far wall.

NEW GAME +



Choose the JAGUAR PATH and begin the adventure with a new WEAPON, OUTFIT, and SKILLS.

Purchase all SEEKER and SCAVENGER skills to unlock EAGLE and SERPENT PATH content in the SKILLS MENU, and from MERCHANTS.

After you complete the game, a new option called New Game + appears on the Main menu. Select this option to start the game over. After selecting your completed save game, select the Eagle, Jaguar, or Serpent path. The following table shows the Skills and equipment provided with each path. After selecting a path, choose a save slot for your new game.

	EAGLE PATH	JAGUAR PATH	SERPENT PATH
Skills	Eagle SightEagle PerceptionOwl's Feast	Jaguar SpeedJaguar StrengthJaguar Rage	Serpent EvasionSerpent VenomSerpent Skin
Outfit	Vestige: Quenti Palla's Mantle/Greaves	Vestige: Ozcollo's Tunic/Greaves	Vestige: Three Fangs' Tunic/Greaves
Weapon	Redding Bolt-Action Rifle	Jaguar Fang Knife	Viper Bite Bow

Skills

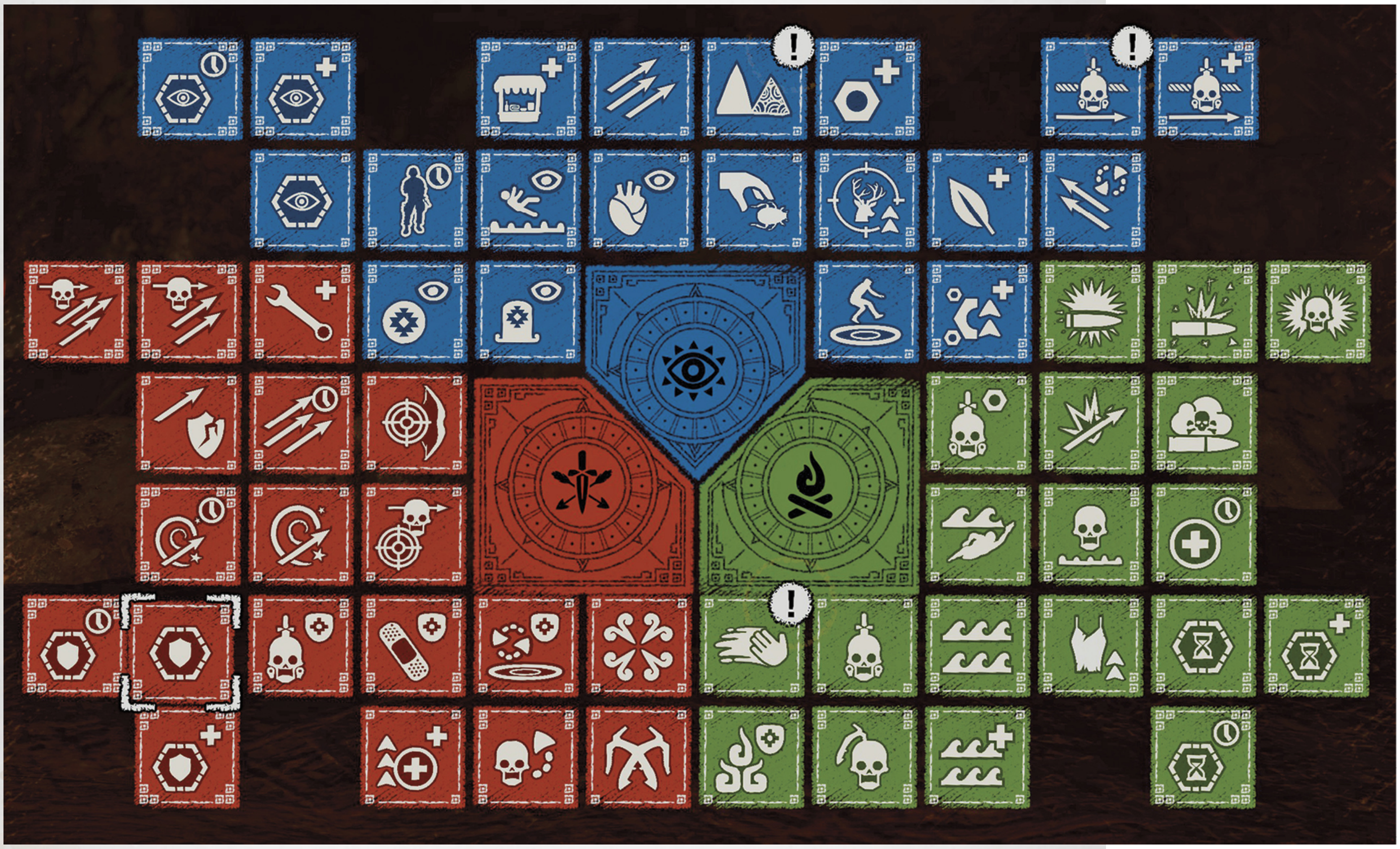
Introduction

Lara can learn a total of 67 new Skills in Shadow of the Tomb Raider. XP is earned through virtually every action in the game—hunting, killing enemies, gathering resources, collecting Artifacts—and leveling up provides Skill Points with which new Skills can be purchased at Base Camps.

Skills are separated into three distinct trees with their own specialties: Seeker (Eagle), Warrior (Jaguar), and Scavenger (Serpent). Each tree also ties to the ability to utilize specific plants—Perception, Endurance, and Focus, respectively—which Lara can use to further increase her advantage over Trinity's forces.

If you've played either of the previous two Tomb Raider titles, you should have a solid idea of which Skills will be most helpful. As XP and therefore Skill Points are limited, plan out which Skills to prioritize obtaining in advance.

Upon starting a New Game+, you select one of the three paths to further specialize in, unlocking access to three unique Skills, as well as new weapons and outfits.



SEEKER SKILLS

The Seeker tree focuses on environmental awareness and improved resource gathering. If you're already proficient in combat without needing to rely on boosts from the Warrior and Scavenger trees, or if you plan to craft and upgrade a lot of equipment, Seeker Skills are your best investment.

HOATZIN'S STEP

SP Cost: 1

Requirements: Available by default.

Description: Reduce noise from jumps, landings, and falls.

ILLIPA'S SIGHT

SP Cost: 1

Requirements: Available by default.

Description: Locate the heart of a large animal while using Survival Instincts. Heart shots inflict massive damage.

EAGLE'S SIGHT

SP Cost: 1

Requirements: Available by default.

Description: Reveal Artifacts, Monoliths, Treasure Chests, Archivist Maps, and Explorer Backpacks while using Survival Instincts.

OWL'S MEAL

SP Cost: 1

Requirements: Available by default.

Description: Gain the ability to harvest dart poison and venom from spiders and beetles. Harvesting requires a Makeshift Knife.

OWL'S WISDOM

SP Cost: 2

Requirements: Purchase an adjacent skill.

Description: Reveal challenge objects while using Survival Instincts.

CROW'S CUNNING

SP Cost: 2

Requirements: Purchase an adjacent skill.

Description: Reveal traps while using Survival Instincts.

EAGLE'S WING

SP Cost: 2

Requirements: Purchase an adjacent skill.

Description: Increase chances of recovering arrows when looting enemies and animals killed with a bow.

EAGLE'S GRASP

SP Cost: 2

Requirements: Purchase an adjacent skill.

Description: Increase the chances of finding rare animals.

OWL'S VISION

SP Cost: 2

Requirements: Purchase an adjacent skill.

Description: Survival Instincts lasts for a longer period after you start to move. Highlight enemies, resources, and objects in "One with the Jungle" difficulty.

EYE OF THE EAGLE

SP Cost: 0

Requirements: Story: Cross the bridge with Jonah (Peruvian Jungle).

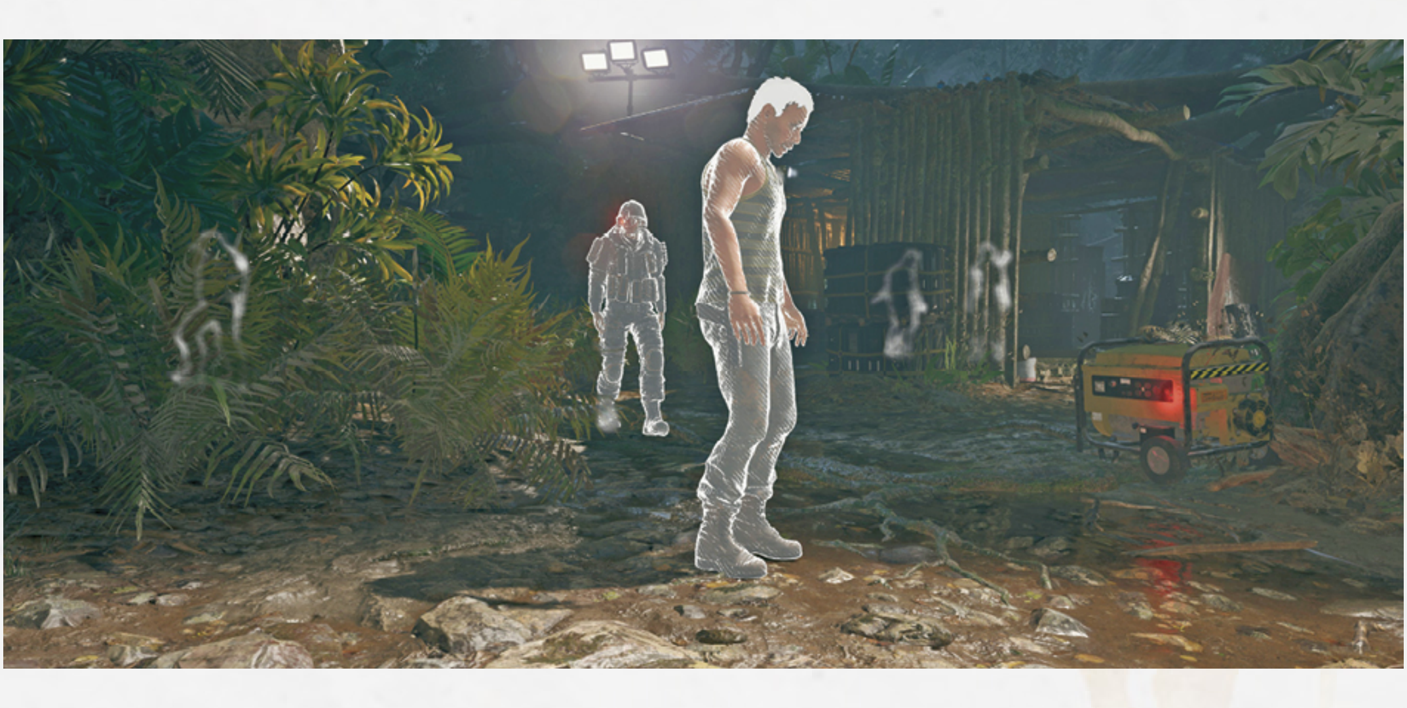
Description: Perception plants allow the sensing of animals and natural resources throughout the environment.

EYE OF THE EAGLE II

SP Cost: 3

Requirements: Purchase Eye of the Eagle.

Description: Boost the potency of Perception plants, adding the ability to sense human enemies.



EYE OF THE EAGLE III

SP Cost: 3

Requirements: Purchase Eye of the Eagle II.

Description: Perception plant effects last longer.

VIPER'S NEST

SP Cost: 2

Requirements: Purchase an adjacent skill.

Description: Increase the amount of man-made crafting resources gathered from each source.

CROW'S HOARD

SP Cost: 3

Requirements: Purchase an adjacent Skill.

Description: Large-capacity ammunition and resource satchels now available to purchase from Merchants.

CROW'S CHARM

SP Cost: 3

Requirements: Purchase an adjacent Skill.

Description: Negotiate better prices from Merchants.

Note: Provides a 10% discount on all goods sold by Merchants.

EAGLE'S TALON

SP Cost: 0

Requirements: Story: Solve the calendar puzzle in the Temple of Life (Kuwaq Yaku).

Description: While on a branch, use a rope arrow to kill and string up an enemy.

Note: Only one body can be suspended from a single branch.

EAGLE'S TALON II

SP Cost: 3

Requirements: Purchase Eagle's Talon.

Description: While on a branch, use a rope arrow to kill an enemy and hide the corpse in the canopy.

HOATZIN'S HUNGER

SP Cost: 0

Requirements: Complete Challenge Tomb: Temple of the Sun.

Description: Increase the amount of natural crafting resources gathered from each source.

Note: Natural crafting sources include plants, gold veins, and jade veins.

EAGLE'S PERCH

SP Cost: 0

Requirements: Complete Challenge Tomb: Underworld Gate.

Description: Increase speed when climbing.

SIP'S QUIVER

SP Cost: 0

Requirements: Complete Challenge Tomb: Path of Battle.

Description: Loose up to three arrows without pulling from the quiver.

EAGLE PATH SKILLS

Eagle Sight

SP Cost: *4*

Requirements: *Eagle Path: New Game+.*

Description: *Increase zoom factor for all weapons.*

Eagle Perception

SP Cost: *4*

Requirements: *Eagle Path: New Game+.*

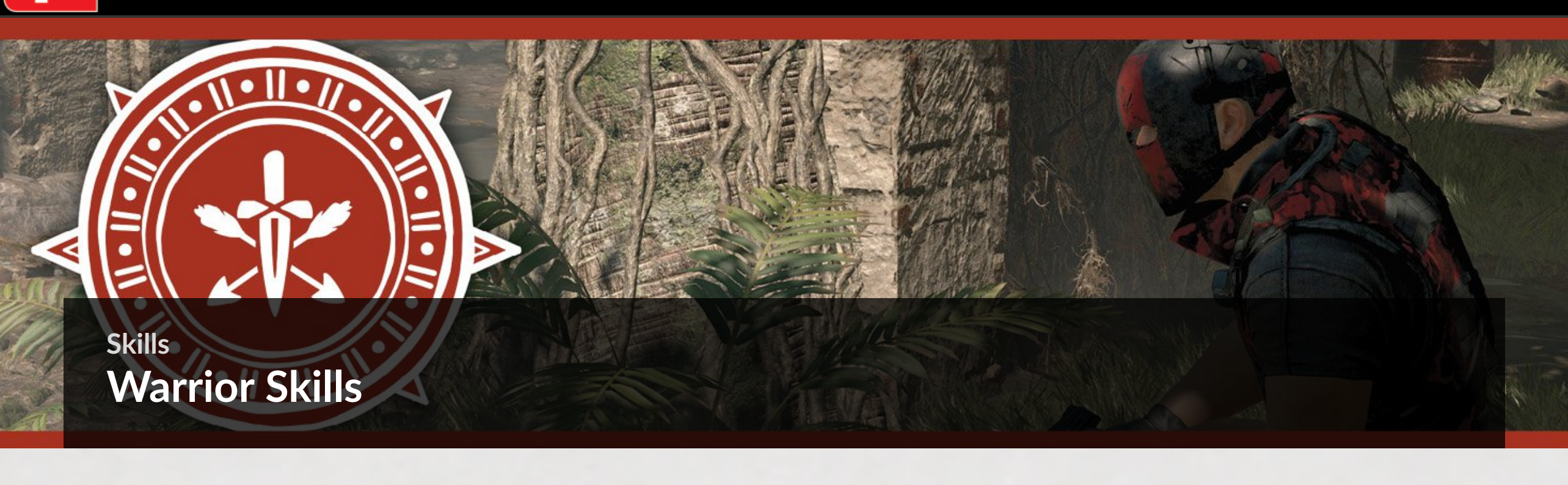
Description: *Increase range of Survival Instincts and Perception.*

Owl's Feast

SP Cost: *4*

Requirements: *Eagle Path: New Game+.*

Description: *Harvest more resources from spiders and beetles.*



Skills

Warrior Skills

WARRIOR SKILLS

The Warrior tree focuses on enhanced survivability and combat prowess. Much of the Warrior tree is only necessary if you're struggling in combat encounters or regularly being discovered during attempts at stealth.

PUMA'S REST

SP Cost: 1

Requirements: Available by default.

Description: Increase precision by holding charged shots for a longer time.

RAPOSA'S THREAT

SP Cost: 1

Requirements: Available by default.

Description: Visual assistance when aiming at an enemy's head.

HOWLER'S SPEED

SP Cost: 1

Requirements: Available by default.

Description: Never slip when grabbing ledges. More reaction time for traps and grappling enemies.

RAPOSA'S DROP

SP Cost: 1

Requirements: Available by default.

Description: Reduce damage when falling from heights. Tap [B] on impact to roll, and take no damage at all.

PUMA'S FEINT

SP Cost: 2

Requirements: Available by default.

Description: Incapacitate unarmored enemies with a counterattack after dodging.

PUMA'S CHARGE

SP Cost: 2

Requirements: Purchase an adjacent Skill.

Description: Reach full draw weight more quickly. Reduce time between charged shots.

JAGUAR'S FURY

SP Cost: 2

Requirements: Purchase an adjacent Skill.

Description: Resist damage from enemies for a short period after performing a stealth kill.

PUMA'S BRACE

SP Cost: 2

Requirements: Available by default.

Description: Resist damage from enemies for a short period after healing wounds in combat.

RAPOSA'S WIT

SP Cost: 2

Requirements: Purchase an adjacent Skill.

Description: Unlocks next weapon upgrade level.

HOWLER'S TROOP

SP Cost: 3

Requirements: Purchase an adjacent Skill.

Description: Loose arrows simultaneously at two locked targets.

HOWLER'S TROOP II

SP Cost: 3

Requirements: Purchase Howler's Troop.

Description: Loose arrows simultaneously at three locked targets.

HEART OF THE JAGUAR

SP Cost: 2

Requirements: Story - Unlock Eye of the Eagle.

Description: Endurance plants reduce damage from enemy melee and ranged attacks.

HEART OF THE JAGUAR II

SP Cost: 3

Requirements: Purchase Heart of the Jaguar.

Description: Boost the potency of Endurance plants. Reduce damage from fire and explosions, and increase breath capacity when swimming.

HEART OF THE JAGUAR III

SP Cost: 3

Requirements: Purchase Heart of the Jaguar II.

Description: Endurance plant effects last longer.

JAGUAR'S FEAR

SP Cost: 0

Requirements: Story: Reach the Porvenir Oil Fields.

Description: Craft fear arrows. Send enemies into a panic, causing them to fire wildly.

Note: Crafting fear arrows requires a silent arrow, cloth, and dart poison.

JAGUAR'S DREAD

SP Cost: 3

Requirements: Unlock Jaguar's Fear.

Description: Fear arrow effects last longer.

SIP'S STRIKE

SP Cost: 0

Requirements: Complete Challenge Tomb: Thirsty Gods.

Description: Increase charged shot damage against armored enemies.

JAGUAR'S PAW

SP Cost: 0

Requirements: Complete Challenge Tomb: Ancient Aqueduct.

Description: Increase chance to knock enemies down with melee attacks.

KINICH AHAU'S BOON

SP Cost: 0

Requirements: Complete Challenge Tomb: Tree of Life.

Description: Health is instantly restored once, when near death in battle. Refreshes between encounters.

JAGUAR PATH SKILLS

Jaguar's Intimidation

SP Cost: *4*

Requirements: *Jaguar Path: New Game+.*

Description: *Enemy accuracy is slightly decreased for a short time after witnessing a takedown.*

Jaguar Rage

SP Cost: *4*

Requirements: *Jaguar Path: New Game+.*

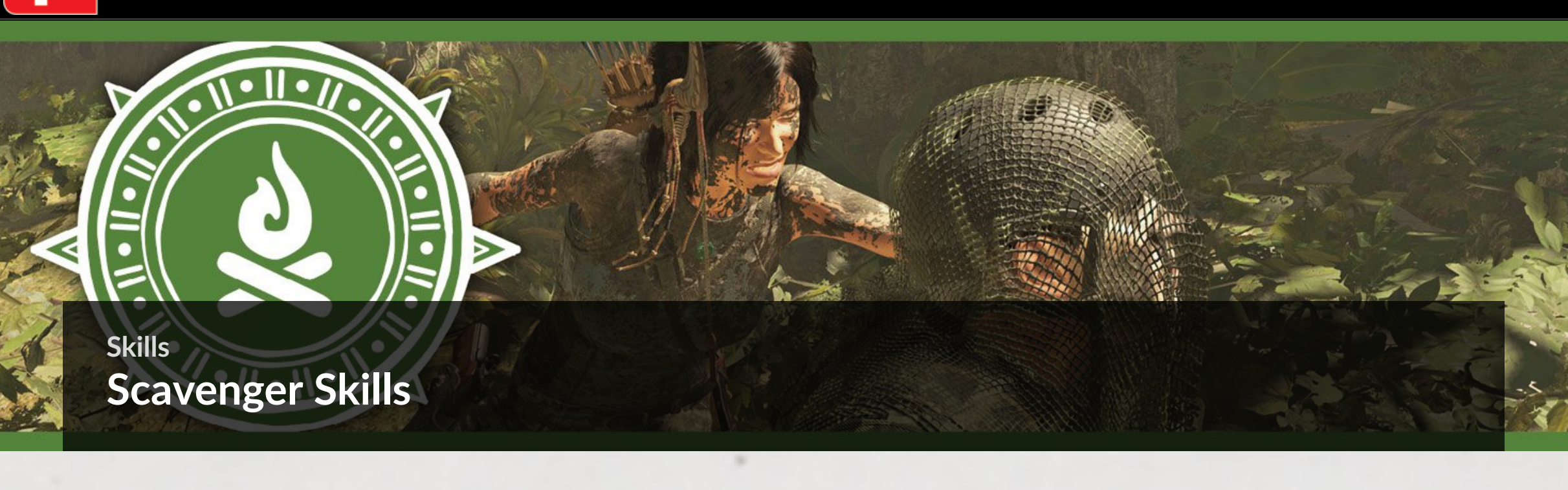
Description: *Gain damage resistance for a short time, after any kill.*

Jaguar Strength

SP Cost: *4*

Requirements: *Jaguar Path: New Game+.*

Description: *Enemies take longer to recover when knocked back or knocked down.*



SCAVENGER SKILLS

The Scavenger tree focuses primarily on stealth. Unlike previous games, Shadow of the Tomb Raider places a particular emphasis on being stealthy, which gives Lara a significant advantage versus a guns-blazing approach.

SERPENT'S STRIKE

SP Cost: 1

Requirements: Available by default.

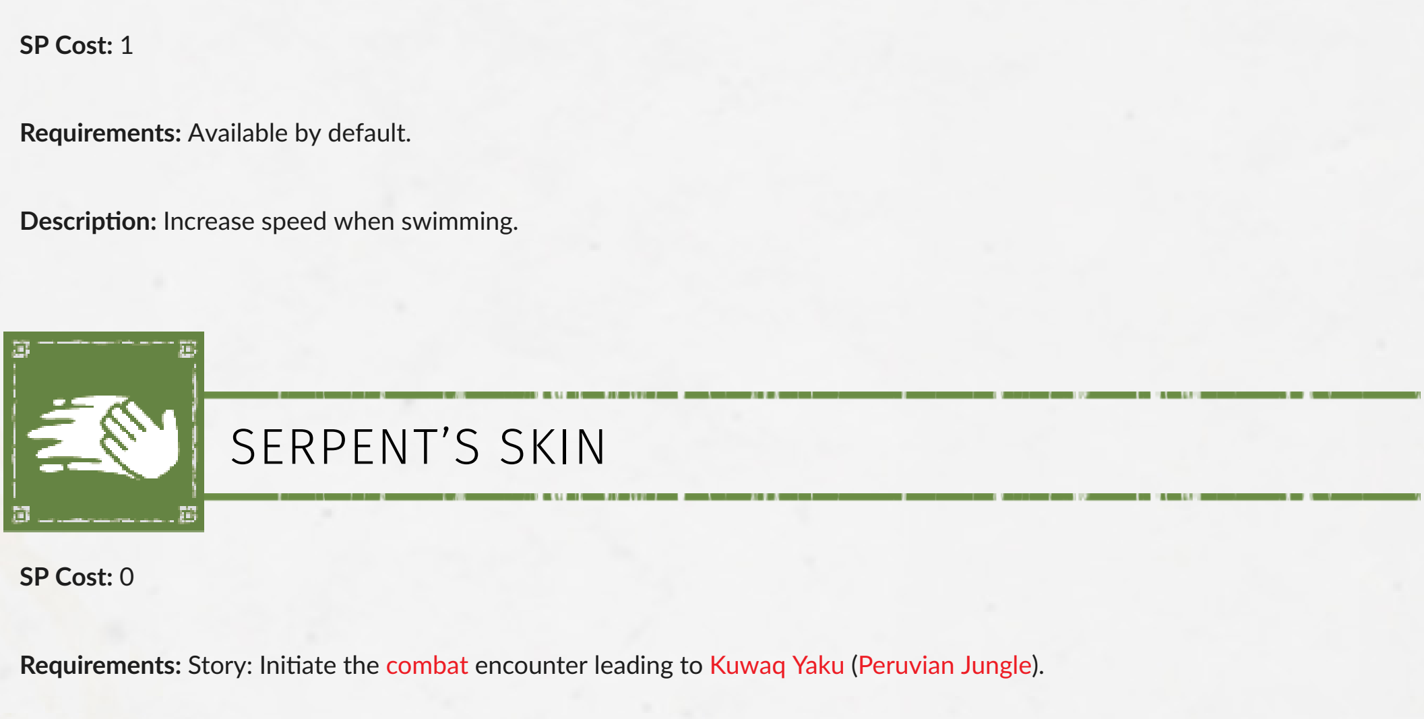
Description: Perform a stealth kill without alerting nearby enemies.

BOA'S COIL

SP Cost: 1

Requirements: Available by default.

Description: Automatically loot enemies killed by a stealth takedown.



CAIMAN'S SPEED

SP Cost: 1

Requirements: Available by default.

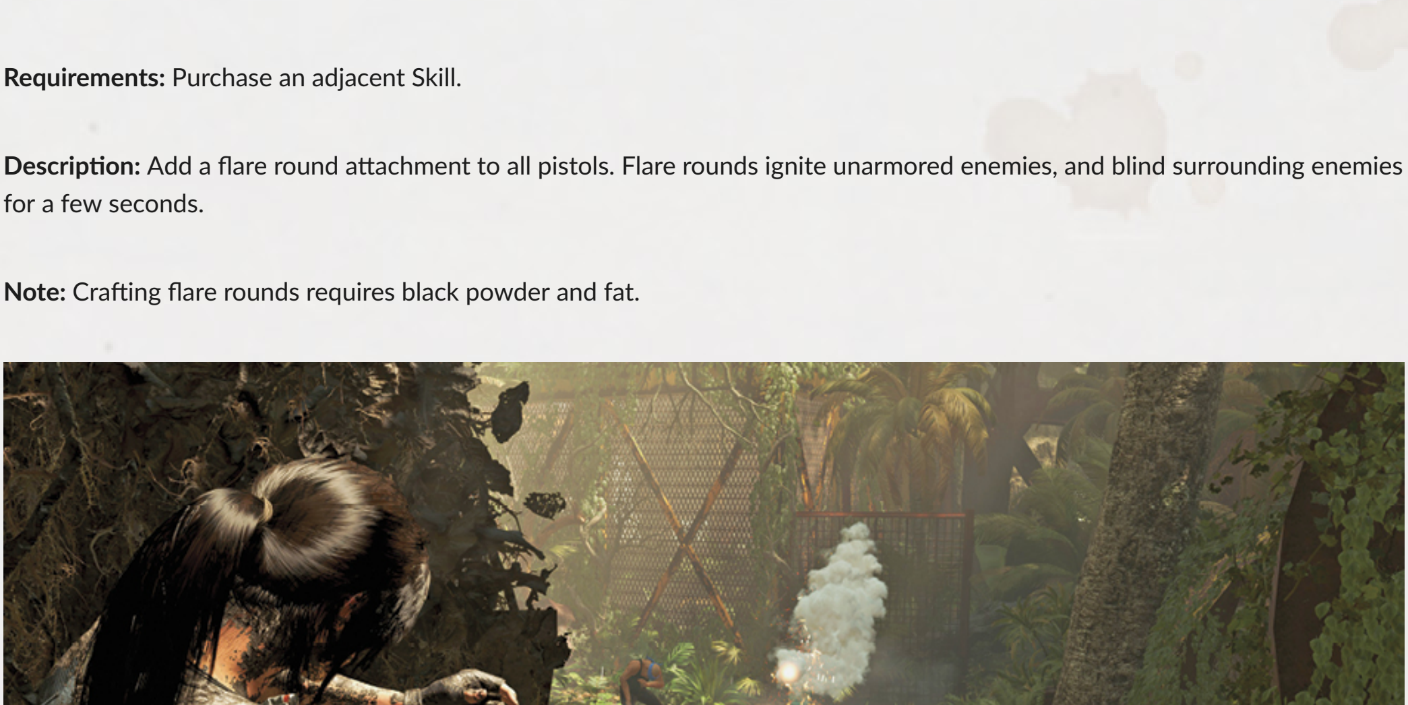
Description: Increase speed when swimming.

SERPENT'S SKIN

SP Cost: 0

Requirements: Story: Initiate the combat encounter leading to Kuwaq Yaku (Peruvian Jungle).

Description: Apply mud as camouflage. Remain concealed in mud patches and vegetation walls, and reduce detection by enemies when moving across open spaces.



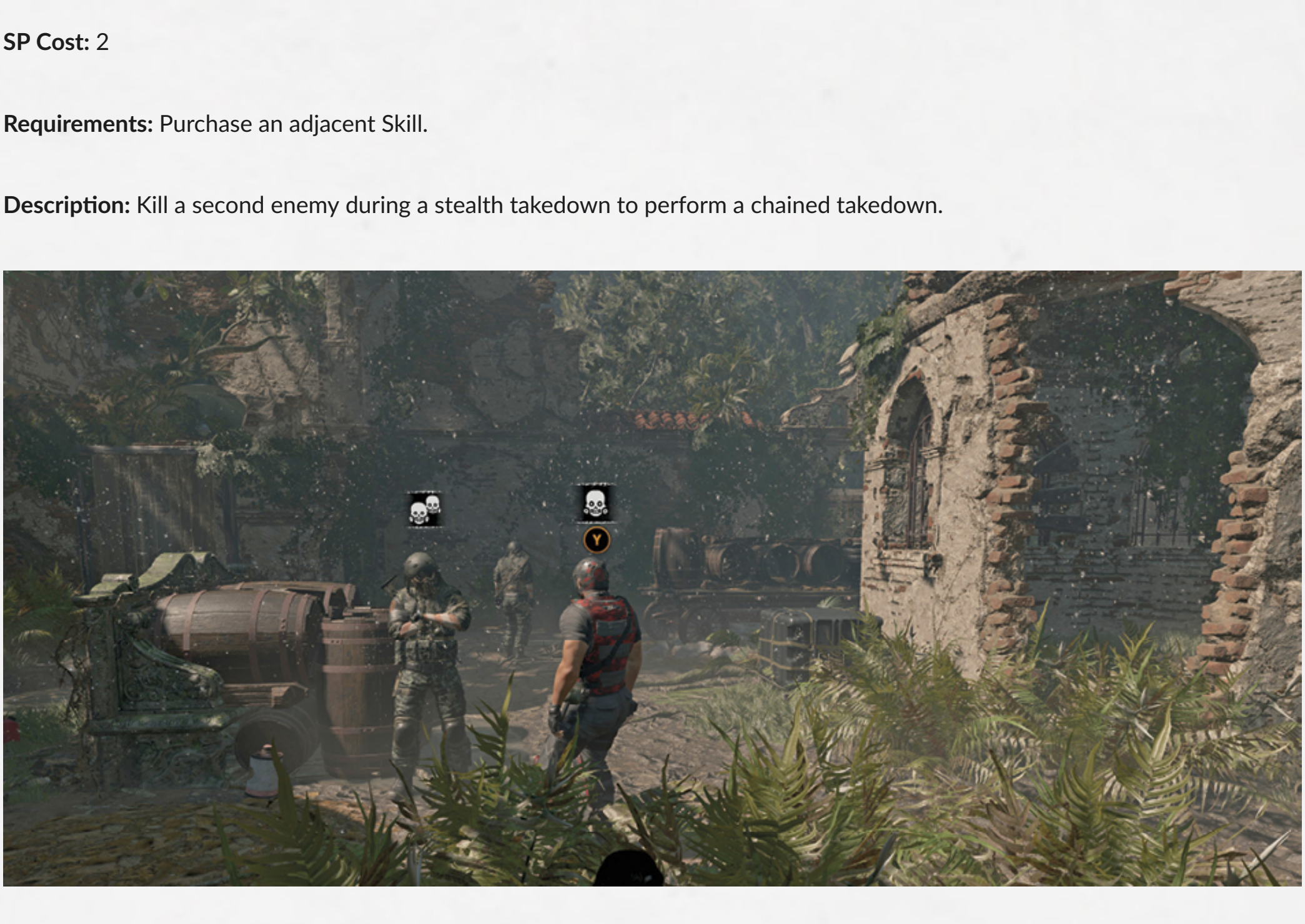
SERPENT'S GLINT

SP Cost: 2

Requirements: Purchase an adjacent Skill.

Description: Add a flare round attachment to all pistols. Flare rounds ignite unarmored enemies, and blind surrounding enemies for a few seconds.

Note: Crafting flare rounds requires black powder and fat.

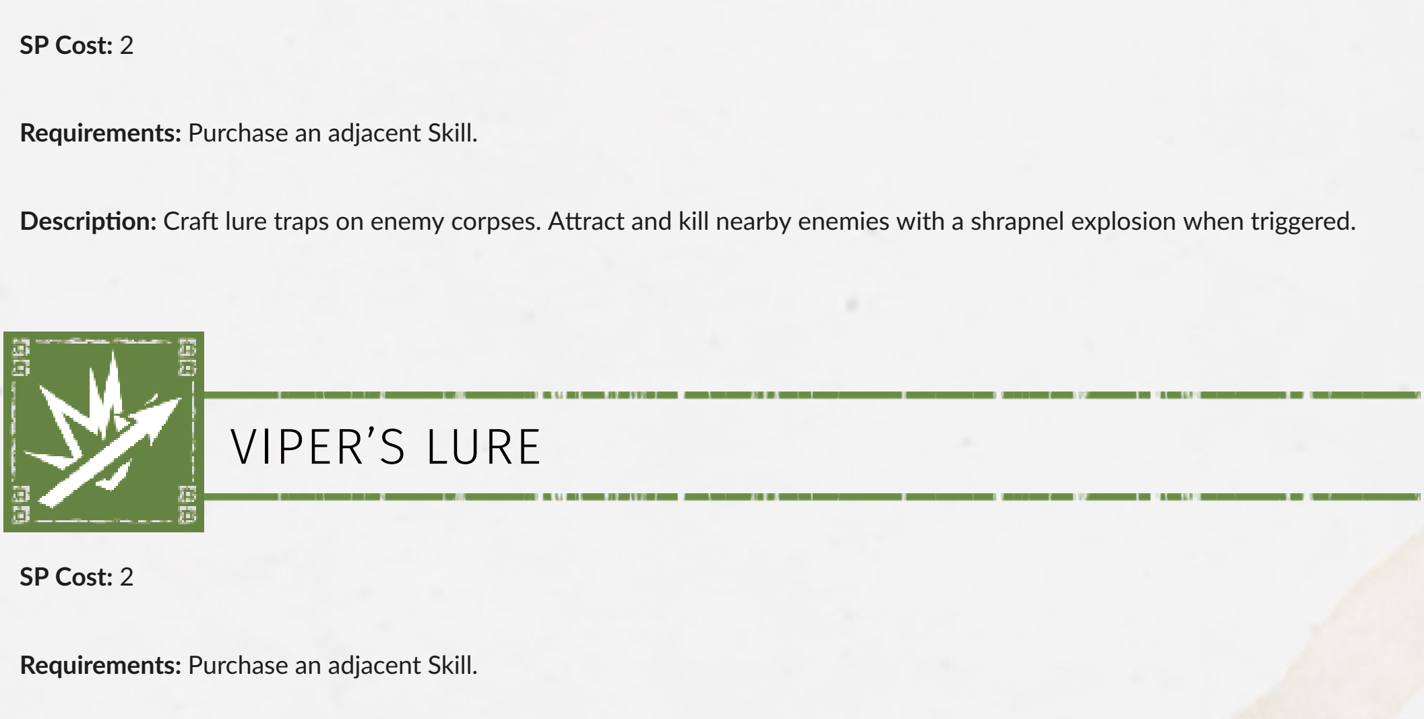


SERPENT'S FURY

SP Cost: 2

Requirements: Purchase an adjacent Skill.

Description: Kill a second enemy during a stealth takedown to perform a chained takedown.



VIPER'S SNARE

SP Cost: 2

Requirements: Purchase an adjacent Skill.

Description: Craft lure traps on enemy corpses. Attract and kill nearby enemies with a shrapnel explosion when triggered.

VIPER'S LURE

SP Cost: 2

Requirements: Purchase an adjacent Skill.

Description: Craft lure arrows. Attract and kill nearby enemies with a poison cloud when triggered. Obscure lines of sight.

Note: Crafting lure arrows requires a silent arrow, cloth, and venom.

ANOLE'S NEEDLE

SP Cost: 2

Requirements: Purchase an adjacent Skill.

Description: Vestige outfits require fewer resources to restore to glory.

BOA'S BLOW

SP Cost: 3

Requirements: Purchase an adjacent Skill.

Description: Craft concussive shells. Temporarily stun enemies. Useful for returning to concealment.

Note: Crafting concussive shells requires black powder and salvage.

SERPENT'S FANGS

SP Cost: 3

Requirements: Purchase an adjacent Skill.

Description: Flare rounds and concussive shells stun enemies for a longer period.

SCALES OF THE SERPENT

SP Cost: 2

Requirements: Purchase an adjacent Skill.

Description: Use Focus plants to improve reaction responses and slow down time when aiming.

SCALES OF THE SERPENT II

SP Cost: 3

Requirements: Purchase Scales of the Serpent.

Description: Boost the potency of Focus plants for increased Focus time when aiming.

SCALES OF THE SERPENT III

SP Cost: 3

Requirements: Purchase Scales of the Serpent II.

Description: Focus plant effects last longer.

VIPER'S VENOM

SP Cost: 3

Requirements: Purchase an adjacent Skill.

Description: Craft poison grenades. Kill nearby enemies and obscure lines of sight.

Note: Crafting poison grenades requires black powder and venom.

CAIMAN'S BREATH

SP Cost: 2

Requirements: Purchase an adjacent Skill.

Description: Increase breath capacity when swimming underwater. Stacks with Caiman's Breath II.

CAIMAN'S BREATH II

SP Cost: 0

Requirements: Complete Challenge Tomb: San Cordoba.

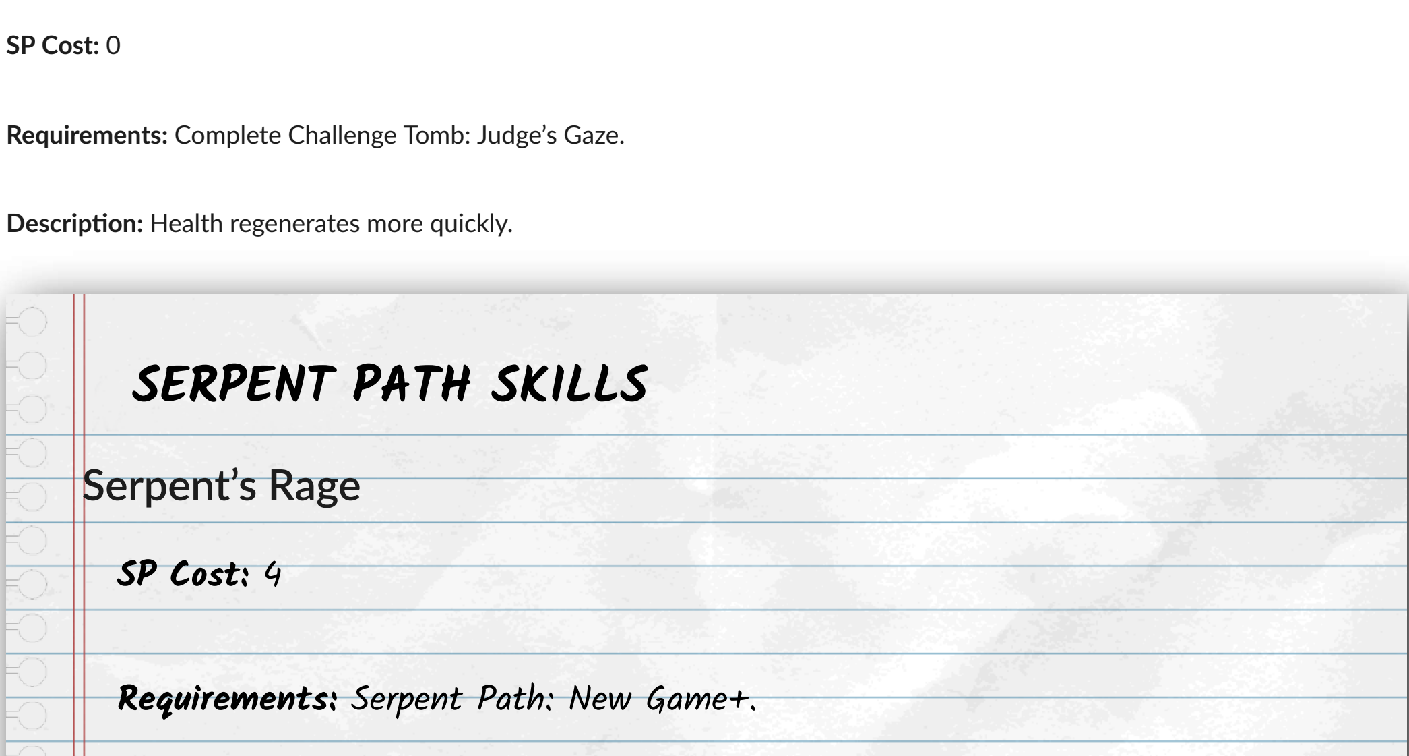
Description: Increase breath capacity when swimming underwater. Stacks with Caiman's Breath.

HURUCAN'S MANTLE

SP Cost: 0

Requirements: Complete Challenge Tomb: Howling Caves.

Description: Reduce damage from fire and explosions.



CAIMAN'S HEART

SP Cost: 0

Requirements: Complete Challenge Tomb: Judge's Gaze.

Description: Health regenerates more quickly.

SERPENT PATH SKILLS

Serpent's Rage

SP Cost: *4*

Requirements: *Serpent Path: New Game+.*

Description: *Perform a chained takedown when two nearby enemies are stunned.*

Viper's Cunning

SP Cost: *4*

Requirements: *Serpent Path: New Game+.*

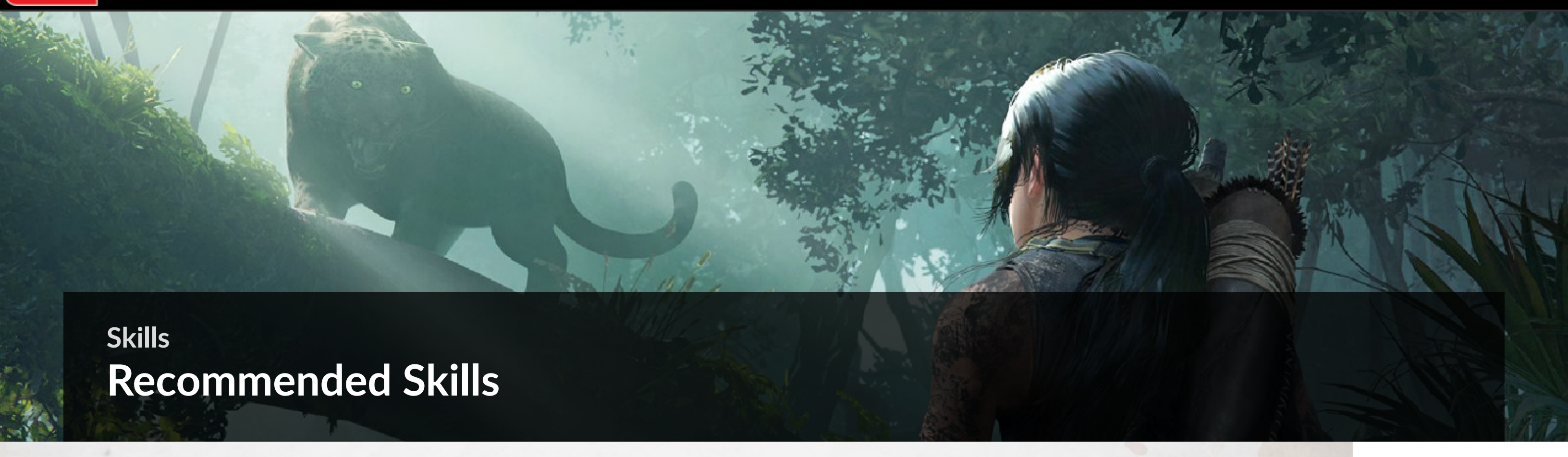
Description: *Lure traps are upgraded to incendiary bombs and attract multiple enemies.*

Serpent Evasion

SP Cost: *4*

Requirements: *Serpent Path: New Game+.*

Description: *Enemies are less accurate at determining your location after you return to concealment.*



RECOMMENDED SKILLS

STEALTH MASTERY

By design, stealth is the superior approach to most combat encounters in Shadow of the Tomb Raider. Stealth kills don't require any ammunition, and they prevent you from being actively hunted by squads of heavily armed Trinity soldiers. For the few combat sequences where stealth is not an option, you should be well-stocked with powerful ammo and equipment.

Scavenger: Serpent's Strike	This Skill is absolutely mandatory. By default, stealth kills may alert other enemies if they're in close proximity. Serpent's Strike means you can perform silent takedowns within mere feet of another enemy without worry.
Scavenger: Boa's Coil	Automatically looting enemies during stealth kills is more of a convenience than a necessity, especially since you can often loot all the corpses after the area has been cleared, but for 1 SP it's a small price to pay.
Scavenger: Serpent's Fury	Chaining stealth kills can help with tightly clustered enemies. As enemies may not always be looking away from your initial target, this Skill comes in handy enough to make it worth the 2 SP investment. Plus it just looks cool.
Scavenger: Viper's Snare / Viper's Lure	These two Skills are somewhat similar. Purchasing both is usually wasteful unless you have SP to spare. However, lure arrows can be shot anywhere and even kill armored enemies, so they're objectively the superior choice.
Scavenger: Viper's Venom	As with Viper's Lure, poison grenades are guaranteed to kill even the toughest non-boss enemies.
Seeker: Hoatzin's Step	Reducing the sound you make while getting into position for ambushes and stealth kills can prevent enemies from unexpectedly discovering you.
Seeker: Owl's Meal	Not a direct stealth Skill, but harvesting beetles and spiders is necessary to craft lure arrows and poison grenades. Venom and dart poison also sell to Merchants for high prices.
Seeker: Eye of the Eagle II	Knowledge is power, and Eye of the Eagle II lets you see nearby enemies through objects.
Seeker: Eagle's Talon II	The upgraded version of Eagle's Talon allows you to discreetly kill enemies and dispose of their bodies without ever touching the ground.
Warrior: Raposa's Threat	This Skill grants a virtually guaranteed headshot, which can be vital when assassinating from afar.
Warrior: Howler's Troop I & II	Combined with Raposa's Threat, the Howler's Troop Skills allow you to headshot multiple enemies from stealth. These Skills also come in handy should you be discovered.
Warrior: Jaguar's Fear	Fear arrows cause Trinity soldiers to fire on their comrades and then perish. Let the enemy do your work for you without ever leaving stealth.
Scavenger: Serpent's Skin	Mud camouflage can be useful, but only in areas where mud is available, which are few and far between. This Skill is automatically unlocked, however, so there's no harm in taking advantage of it when the situation allows.
Scavenger: Scales of the Serpent	By increasing Focus time, this skill gives you all the time you need to line up the perfect shot.

NEW GAME+ PATH: SERPENT

Viper's Cunning enables lure traps to now attract and kill multiple enemies, while Serpent's Rage allows chained takedowns to be performed on stunned enemies outside of stealth. Should you be discovered yet manage to return to concealment, Serpent Evasion makes it harder for Trinity soldiers to find you again.

BULLET SPONGE

If Trinity has you on the ropes or the harder difficulties are proving a bit of a challenge, there are a number of key Skills that will drastically improve your chances of surviving shoot-outs.

Warrior: Heart of the Jaguar I, II, & III	Endurance plants give your survivability a substantial boost. These alone can make a huge difference in forced non-stealth sequences like the oil refinery helicopter boss and final battle.
Warrior: Puma's Feint	Fans of previous games will remember Lara's dodge and counterattack. If you're being bombarded by enemies up close, this Skill is a literal lifesaver.
Warrior: Kinich Ahau's Boon	This Skill gives you a second chance at life, fully restoring your health when you're about to die. Since this is a challenge tomb reward, it's recommended getting regardless of your playstyle. You only live twice!
Warrior: Jaguar's Fury / Puma's Brace	Both Skills provide damage resistance under certain circumstances. Combined with or in lieu of Endurance plants, these can help you out of tricky situations.
Scavenger: Hurucan's Mantle	This challenge tomb reward further reduces damage taken by fire and explosions. Definitely worth getting if you're around a lot of fire and explosions.
Scavenger: Caiman's Heart	This challenge tomb reward enables faster health regeneration.
Scavenger: Serpent's Glint / Boa's Blow / Viper's Venom	These items help blind, disorient, or outright kill enemies during a firefight. Stunned enemies can be taken down, allowing you to save some ammo.

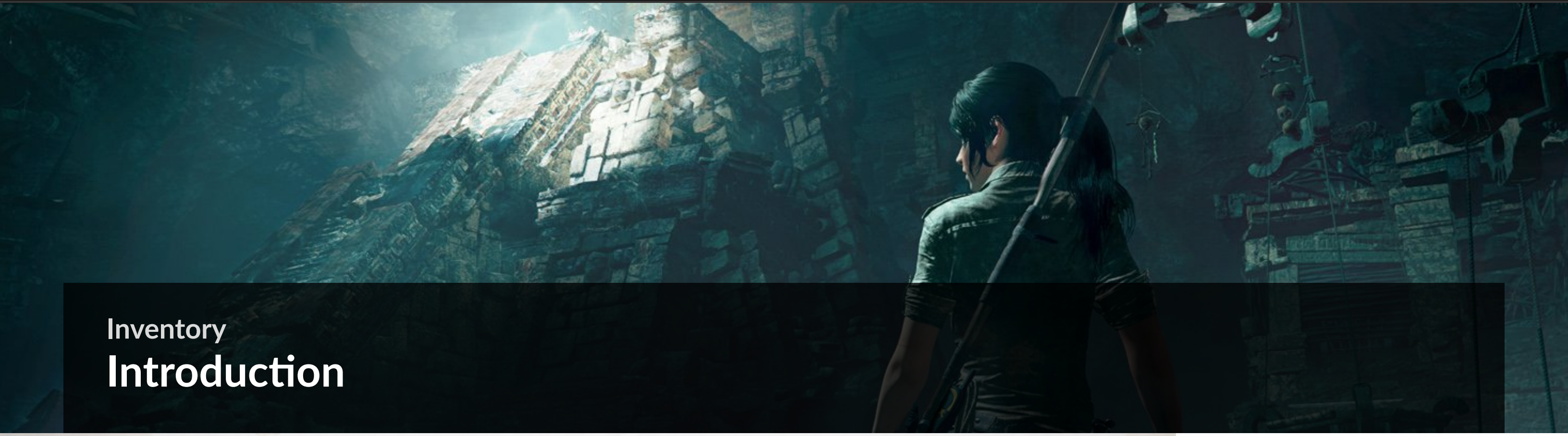
NEW GAME+ PATH: JAGUAR

You can often be shot at while taking down enemies; Jaguar Rage counters that by providing a boost in damage resistance after each kill. Jaguar Strength keeps enemies vulnerable and/or out of the fight longer, while Jaguar's Intimidation cripples enemy accuracy after they witness you murdering their friends.

LARA CRAFT

Whether you go stealth, full Rambo, or somewhere in between, you need lots of crafting materials and XP. These Skills are best obtained as early as possible to ensure you get the most out of each area.

Seeker: Eagle's Sight	This is one of the most important Skills in the game. It allows you to see collectibles through walls and should be purchased as soon as possible to ensure you never miss a thing. Or you can save the 1 SP and read this strategy guide!
Seeker: Illipa's Sight / Eagle's Grasp	These Skills combine to help you both find and kill rare animals more easily and more often.
Seeker: Viper's Nest / Hoatzin's Hunger	These two Skills increase crafting resources found from all sources. Worth getting as soon as possible to maximize your gains.
Seeker: Crow's Charm	3 SP is somewhat costly, but unless you're swimming in resources, reducing Merchant prices by 10% early on can have notable long-term benefits.
Seeker: Crow's Hoard	You'll need bigger pockets to store all of those resources!
Seeker: Owl's Meal	This Skill is required before you can harvest spiders and beetles.
Scavenger: Anole's Needle	A worthwhile investment if you plan on restoring more than a couple of Vestige outfits.
Seeker: Eye of the Eagle	The ability to craft Perception plants is unlocked through story progression. It comes in handy if you're having trouble hunting in dense foliage or finding collectibles in crypts or other complex areas.



Inventory

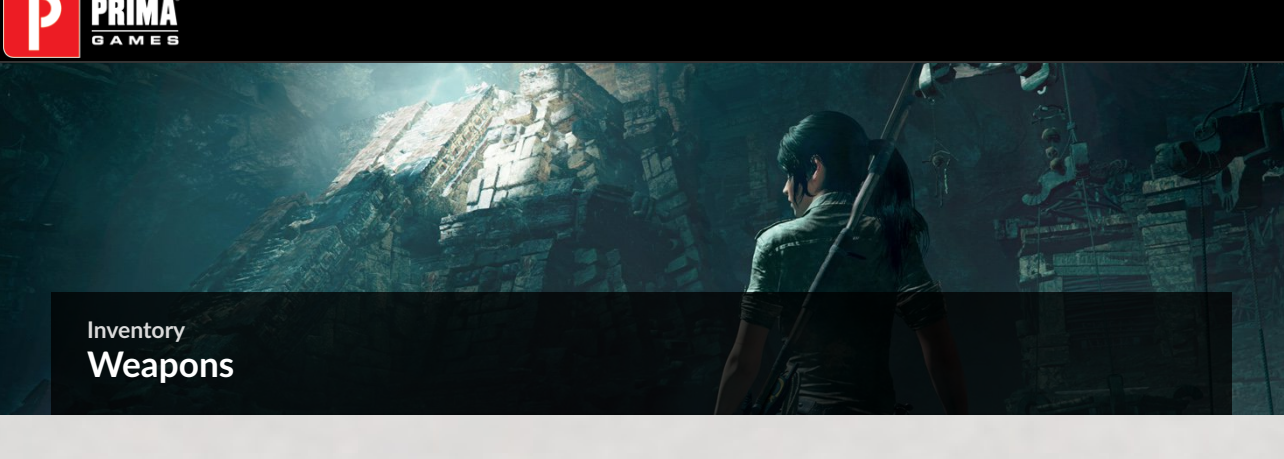
Introduction

Lara can build a sizable arsenal during her time in Peru. Most weapons and weapon accessories are bought from Merchants, but others are obtained for free as rewards for side missions or simply progressing the main story.

Due to Shadow of the Tomb Raider's focus on stealth-based gameplay, virtually any bow in the game will serve Lara adequately on most occasions. Some new weapons can be unlocked through story progression and side missions, so there's little reason to barter for guns. The bow also negates much of the need for other weapon types, especially when combined with powerful special arrows and skills that allow Lara to quickly lock-on for guaranteed headshots and simultaneously eliminate up to three unarmored foes.

Weapon choice and upgrades may be more useful if you plan to complete all available side content in preparation for the final battle. In this case you'll have more coins and resources to buy and upgrade non-default weapons. Likewise, with New Game+, you can choose from Lara's entire armory right away and put saved-up resources into upgrades.

If you're going to purchase weapons and weapon accessories, the Crow's Hoard Skill reduces Merchant fees by 10%. Also note that the resources gathered from beetles and spiders using the Owl's Meal Skill sell for exorbitantly high amounts and are much more common than rare animal hides, gold, and jade veins. As a general rule, damage should be the first priority when upgrading.



Inventory

Weapons

BOWS

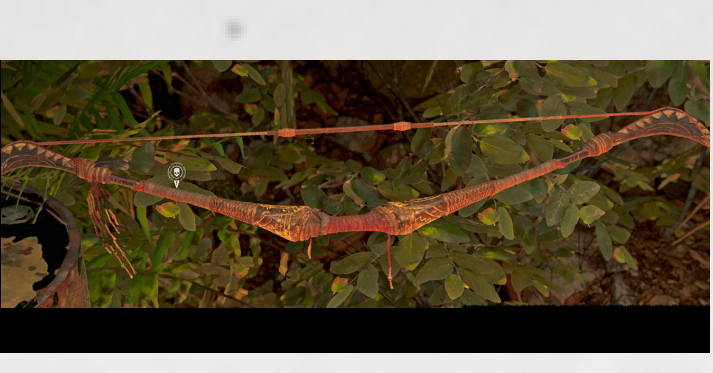
Lara's default bow, the Recurve Bow, can single-handedly carry her through the entire game. It's perfectly balanced, and when fully upgraded it nearly matches the Heart of the Eagle and Atlatl Bows' stats, both of which are earned much later in the game. The Viper Bite Bow is superior stats-wise, and the only one with a special added effect, but it's only available in New Game+.

To truly unlock the full potential of the bow in both stealth and run-and-gun scenarios, grab the Raposa's Threat and Howler's Troops Skills. Fear and lure arrows can be used on armored enemies while maintaining stealth. With all of those Skills unlocked, the bow becomes the most versatile and powerful weapon type available.

RECURVE BOW

Acquisition: Story - Obtained after cutting down Lara's gear at the plane wreckage.

A bow that delivers energy more efficiently than the equivalent straight-limbed bow, giving a greater amount of energy and speed to the arrow.



		🔧1	🔧2	🔧3	🔧4
☠	25		+15% DamageHardwood x7, Hide x5	+40% DamageHardwood x10, Jaguar Hide x6	
«	75			+20% Rate of FireSalvage x4, Fat x5, Jaguar Hide x5	+45% Rate of FireHardwood x10, Jaguar Hide x8
➡	50	+15% Draw SpeedCloth x6, Hide x3	+30% Draw SpeedFat x6, Cloth x4, Jaguar Hide x1		
🕒	75	+40% Hold TimeCloth x6, Fat x2, Hide x1	+60% Hold TimeHardwood x6, Hide x6		

RECURVE BOW — GOLD EDITION

Acquisition: Connect your Facebook account to your Square Enix membership account and follow the official Tomb Raider page: https://www.facebook.com/TombRaider

Description: A bow that delivers energy more efficiently than the equivalent straight-limbed bow, giving a greater amount of energy and speed to the arrow.

		🔧1	🔧2	🔧3	🔧4
☠	25		+15% DamageHardwood x7, Hide x5	+40% DamageHardwood x10, Jaguar Hide x6	
«	75			+20% Rate of FireSalvage x4, Fat x5, Jaguar Hide x5	+45% Rate of FireHardwood x10, Jaguar Hide x8
➡	50	+15% Draw SpeedCloth x6, Hide x3	+30% Draw SpeedFat x6, Cloth x4, Jaguar Hide x1		
🕒	75	+40% Hold TimeCloth x6, Fat x2, Hide x1	+60% Hold TimeHardwood x6, Hide x6		

SIX SKY'S WAR BOW

Acquisition: Story - Obtained in the Porvenir Oil Fileds.

Description: This is the bow used by the greatest Eagle Archer, Six Sky.

		🔧1	🔧2	🔧3	🔧4
☠	25	+15% DamageHardwood x2, Hide x2			+40% DamageHardwood x5, Jaguar Hide x4
«	75		+20% Rate of FireSalvage x1, Fat x3, Hide x1		+40% Rate of FireHardwood x5, Jaguar Hide x4
➡	50		+25% Draw SpeedCloth x4, Jaguar Hide x2		
🕒	75	+40% Hold TimeCloth x2, Fat x1, Hide x1		+60% Hold TimeHardwood x4, Jaguar Hide x4	

SERPENTWOOD BOW

Acquisition: Sold by a Merchant in Paititi (4200g).

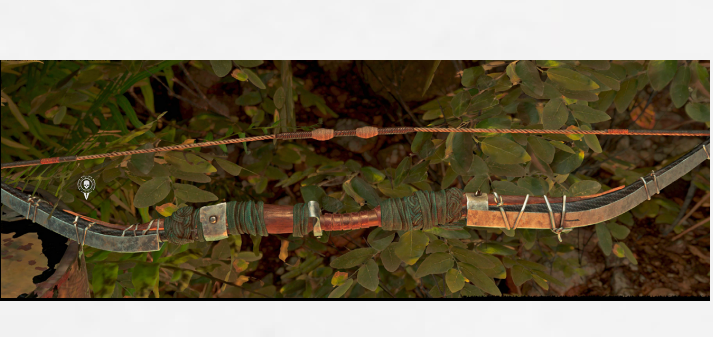
Description: An ancient shortbow, crafted from the heartwood of an Ipe tree.

		🔧1	🔧2	🔧3	🔧4
☠	25	+15% DamageHardwood x2, Hide x2	+40% DamageHardwood x4, Hide x2		
«	75			+30% Rate of FireSalvage x2, Fat x3, Jaguar Hide x1	+45% Rate of FireHardwood x6, Jaguar Hide x4
➡	50		+15% Draw SpeedCloth x4, Hide x2		+30% Draw SpeedFat x4, Cloth x3, Jaguar Hide x1
🕒	75	+15% Hold TimeCloth x2, Fat x1, Hide x1		+25% Hold TimeHardwood x4, Jaguar Hide x3	

ATLATL BOW

Acquisition: Sold by a Merchant in Paititi (5800g).

Description: A long-range bow. Its construction is inspired by the same mechanics as the ancient Atlatl.



		🔧1	🔧2	🔧3	🔧4
☠	25		+15% DamageHardwood x3, Hide x3, Jaguar Hide x1		+40% DamageHardwood x8, Jaguar Hide x4
«	75	+20% Rate of FireSalvage x1, Fat x4, Jaguar Hide x3		+40% Rate of FireHardwood x6, Jaguar Hide x6	
➡	50	+15% Draw SpeedCloth x7, Hide x6, Jaguar Hide x1		+30% Draw SpeedFat x8, Cloth x5, Jaguar Hide x2	
🕒	75		+60% Hold TimeCloth x7, Fat x4, Jaguar Hide x2		+70% Hold TimeHardwood x8, Jaguar Hide x6

HEART OF THE EAGLE BOW

Acquisition: Complete the "Knowledge of Evil - Gods and Monsters" side mission in Paititi.

Description: A powerful longbow used by the Eagle Warriors of Paititi. This weapon is crafted for improved handling.

		🔧1	🔧2	🔧3	🔧4
☠	25		+15% DamageHardwood x3, Hide x3, Jaguar Hide x1		+40% DamageHardwood x8, Jaguar Hide x4
«	75	+20% Rate of FireSalvage x1, Fat x4, Jaguar Hide x3		+40% Rate of FireHardwood x6, Jaguar Hide x6	
➡	50	+15% Draw SpeedCloth x7, Hide x6, Jaguar Hide x1		+30% Draw SpeedFat x8, Cloth x5, Jaguar Hide x2	
🕒	75		+60% Hold TimeCloth x7, Fat x4, Jaguar Hide x2		+70% Hold TimeHardwood x8, Jaguar Hide x6

VIPER BITE BOW

Acquisition: Serpent Path: New Game+.

Description: A Recurve Bow that adds poison damage to loosed arrows.

		🔧1	🔧2	🔧3	🔧4
☠	25		+15% DamageHardwood x3, Hide x3	+40% DamageHardwood x4, Jaguar Hide x3	
«	75			+20% Rate of FireSalvage x2, Fat x3, Jaguar Hide x1	+45% Rate of FireHardwood x6, Jaguar Hide x4
➡	50	+15% Draw SpeedCloth x2, Hide x2	+30% Draw SpeedFat x3, Cloth x2, Hide x1		
🕒	75	+40% Hold TimeCloth x2, Fat x1, Hide x1	+60% Hold TimeHardwood x4, Hide x2		

BOW ACCESSORIES

HUNTER'S QUIVER

Acquisition: Sold by a Paititi Merchant (2200g).

Description: Medium-sized, sturdy hide quiver. Increases carrying capacity of all arrow types.

ADVENTURER'S QUIVER

Acquisition: Purchase the Crow's Hoard Skill and Hunter's Quiver. Sold by a Paititi Merchant (3800g).

Description: Large fur-lined quiver. Increases carrying capacity of all arrow types.

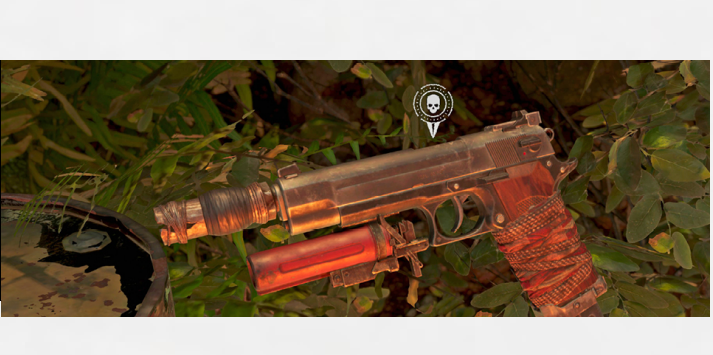
PISTOLS

Pistols are a stylistic choice compared to more powerful weapon types, but they can be upgraded with suppressors to maintain stealth, and the Serpent's Glint Skill enables pistols to fire flare rounds, which ignite a target and blind all other enemies within close proximity. Not the most efficient combat approach, but it certainly can look cool!

AB .45

Acquisition: Story: Obtained from the combat encounter leading to Kuwaq Yaku.

Description: Nicknamed "The Altarboy" by Trinity forces. A well-balanced pistol, good for all situations.

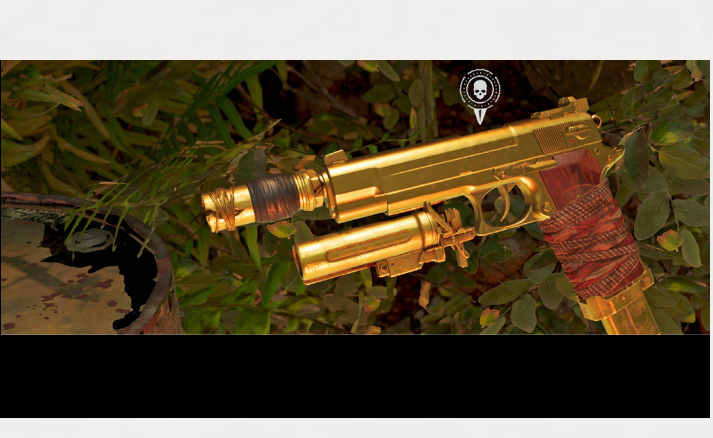


		🔧1	🔧2	🔧3	🔧4
☠	50	+15% DamageCloth x5, Salvage x3	+40% DamageFat x4, Salvage x4, Black Powder x1		
«	50	-50% RecoilFat x4, Salvage x3		-100% RecoilJaguar Hide x3, Salvage x6	
➡	50	+20% Rate of FireSalvage x3, Black Powder x2	+30% Rate of FireFat x4, Salvage x4, Black Powder x1	+40% Rate of FireFat x 5, Salvage x6, Black Powder x2	
🕒	50		-30% Reload SpeedCloth x6, Salvage x4		
▮▮▮	50		Increases Clip Size to 11Cloth x6, Salvage x4	Increases Clip Size to 18Cloth x6, Salvage x4, Black Powder x2	

AB .45 — GOLD EDITION

Acquisition: Connect your YouTube account to your Square Enix membership account and follow the official Tomb Raider channel: https://www.youtube.com/tombraider

Description: Nicknamed "The Altarboy" by Trinity forces. A well-balanced pistol, good for all situations.

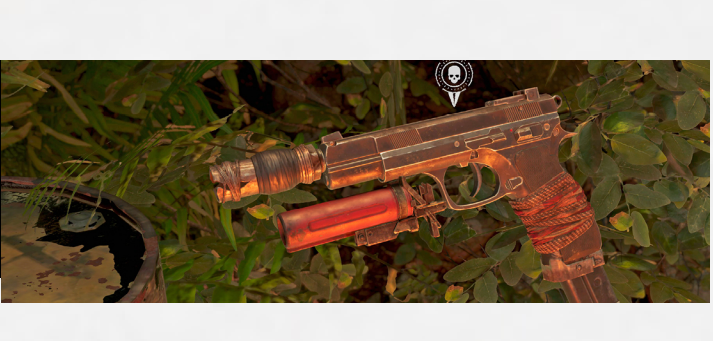


		🔧1	🔧2	🔧3	🔧4
☠	50	+15% DamageCloth x5, Salvage x3	+40% DamageFat x4, Salvage x4, Black Powder x1		
«	50	-50% RecoilFat x4, Salvage x3		-100% RecoilJaguar Hide x3, Salvage x6	
➡	50	+20% Rate of FireSalvage x3, Black Powder x2	+30% Rate of FireFat x4, Salvage x4, Black Powder x1	+40% Rate of FireFat x 5, Salvage x6, Black Powder x2	
🕒	50		-30% Reload SpeedCloth x6, Salvage x4		
▮▮▮	50		Increases Clip Size to 11Cloth x6, Salvage x4	Increases Clip Size to 18Cloth x6, Salvage x4, Black Powder x2	

C&T S55

Acquisition: Sold by the Kuwaq Yaku Merchant (4100g).

Description: A semi-automatic pistol equipped with a high-capacity magazine.

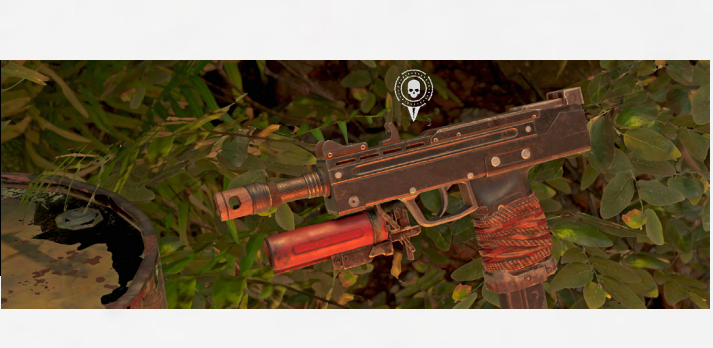


		🔧1	🔧2	🔧3	🔧4
☠	25		+15% DamageCloth x3, Salvage x2	+40% DamageFat x2, Salvage x2, Black Powder x1	
«	50		-50% RecoilFat x2, Salvage x2		-100% RecoilSalvage x2, 3 Jaguar Hide
➡	50	+10% Rate of FireSalvage x2, Black Powder x1	+25% Rate of FireFat x2, Salvage x2		+40% Rate of FireFat x2, Salvage x2, Black Powder x1
🕒	75	-30% Reload SpeedCloth x2, Salvage x2			
▮▮▮	50	Increases Clip size to 11Cloth x2, Salvage x2		Increases Clip size to 18Cloth x2, Salvage x2, Black Powder x1	

NEP-14

Acquisition: Sold by the rebel Merchant Moraekah in Paititi (6100g).

Description: A fully automatic pistol that sacrifices power for a high rate of fire.

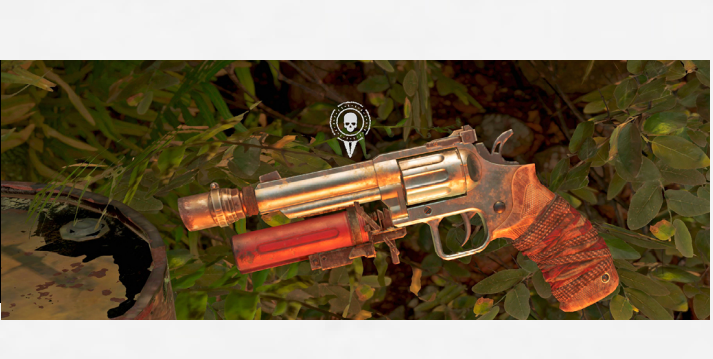


		🔧1	🔧2	🔧3	🔧4
☠	25	+15% DamageCloth x2, Salvage x2			+40% DamageFat x4, Salvage x3, Black Powder x1
«	50	-25% RecoilBlack Powder x1, Salvage x2	-50% RecoilFat x2, Salvage x2	-75% RecoilJaguar hide x3, Salvage x2	
➡	50		+40% Rate of FireFat x2, Salvage x2		
🕒	75			-50% Reload SpeedCloth x3, Salvage x2	
▮▮▮	75	Increases Clip size to 30Cloth x2, Salvage x2			

J&D MODEL 27

Acquisition: Sold by the Kuwaq Yaku Merchant (4200g).

Description: What this pistol lacks in ammo capacity, it more than makes up for with its ability to deal heavy damage.

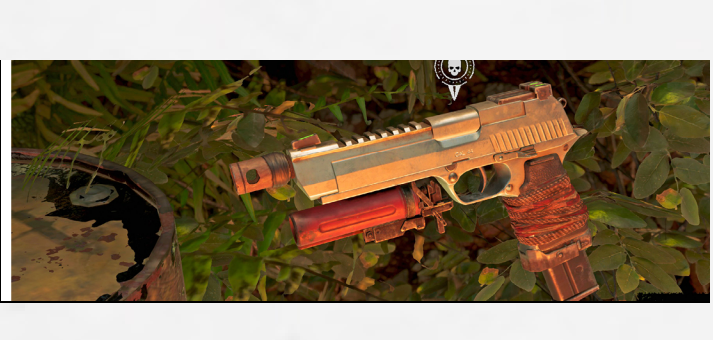


		🔧1	🔧2	🔧3	🔧4
☠	75	+10% DamageBlack Powder x1, Salvage x2	+20% DamageCloth x3, Salvage x2		+30% DamageFat x3, Salvage x3
«	50		-50% RecoilBlack Powder x2, Salvage x2	-75% RecoilJaguar Hide x3, Salvage x2	
➡	25		+10% Rate of FireBlack Powder x1, Salvage x2		+20% Rate of FireFat x3, Salvage x2, Black Powder x1
🕒	25				-30% Reload SpeedFat x3, Salvage x2, Black Powder x1
▮▮▮	25				

RIVER HAWK

Acquisition: Complete the "Blood Cries Out - Invasive Species" side mission in Kuwaq Yaku.

Description: A powerful pistol that deals high damage.



		🔧1	🔧2	🔧3	🔧4
☠	75	+15% DamageCloth x2, Salvage x2			+40% DamageFat x2, Salvage x3, Black Powder x1
«	25	-25% RecoilBlack Powder x1, Salvage x2		-50% RecoilFat x2, Salvage x2	-75% RecoilJaguar Hide x3, Salvage x3
➡	50		+10% Rate of FireBlack Powder x1, Salvage x2	+25% Rate of Fire Fat x2, Salvage x2	+40% Rate of FireFat x2, Salvage x2, Black Powder x1
🕒	50			-30% Reload SpeedCloth x2, Salvage x3	
▮▮▮	25	Increases Clip size to 9Cloth x1, Salvage x2	Increases Clip size to 13Cloth x2, Salvage x2		

WEISS & WOLFF

Acquisition: Included in the Croft and Ultimate Editions

Description: A powerful pistol with a good Rate of Fire increase and nice clip size.

		🔧1	🔧2	🔧3	🔧4
☠	75	+15% DamageCloth x2, Salvage x2	+40% DamageFat x2, Salvage x2		
«	100			-100% RecoilJaguar Hide x3, Salvage x2	
➡	50	+30% Rate of FireFat x2, Salvage x2		+40% Rate of FireFat x2, Black Powder x1, Salvage x2	
🕒	75		-30% Reload SpeedCloth x2, Salvage x3		
▮▮▮	75		Increases Clip Size to 11Cloth x2, Salvage x3	Increases Clip Size to 18Cloth x2, Salvage x3, Black Powder x1	

PISTOL ACCESSORIES

PISTOL SIGHT

Acquisition: Sold by the Kuwaq Yaku Merchant (1700g).

Description: Increases zoom factor.

PISTOL AMMO POUCH

Acquisition: Sold by the Kuwaq Yaku Merchant (1600g).

Description: Small hide pouch. Increases carrying capacity for pistol ammunition.

PISTOL SUPPRESSOR

Acquisition: Sold by the Kuwaq Yaku Merchant (1800g).

Description: Suppresses pistol fire noise for stealth.

LARGE PISTOL AMMO POUCH

Acquisition: Purchase the Crow's Hoard Skill and pistol ammo pouch. Sold by the Mission of San Juan Merchant (3800g).

Description: Large reinforced pouch. Increases carrying capacity for pistol ammunition.

RIFLES

Whether used for sniping or laying down a hailstorm of bullets, rifles come in a variety of flavors. For gun aficionados, slow-firing rifles and shotguns can be paired with a rapid-fire pistol or vice versa to cover all the bases. In a pinch, the PN-TF 267 can decimate enemies, but it tears through Lara's limited ammo capacity (even when fully upgraded) fairly quickly.

VICAR MARK II

Acquisition: Story: Obtained from the combat encounter leading to Kuwaq Yaku.

Description: Standard-issue assault rifle for Trinity forces. Balanced and reliable in any climate or situation.

		🔧1	🔧2	🔧3	🔧4
☠	50			+15% DamageBlack Powder x2, Salvage x5	+40% DamageSalvage x7, Black Powder x6
«	50	-20% Spread ReductionCloth x2, Hide x3	-40% Spread Reduction and -50% Recoil ReductionHide x2, Salvage x3	-75% Recoil ReductionFat x3, Salvage x4, Black Powder x2	
➡	50	+25% Rate of FireFat x1, Salvage x3		+50% Rate of FireBlack Powder x4, Salvage x4	
🕒	50		-30% Reload SpeedCloth x2, Salvage x3	-30% Reload SpeedCloth x2, Salvage x3	-30% Reload SpeedCloth x2, Salvage x3
▮▮▮	50	Increases Clip size to 11Cloth x2, Salvage x3			

VICAR MARK II — GOLD EDITION

Acquisition: Connect your Twitch account to your Square Enix membership account and follow the official Tomb Raider channel: https://www.twitch.tv/crystaldynamics.

Description: Standard-issue assault rifle for Trinity forces. Balanced and reliable in any climate or situation.

		🔧1	🔧2	🔧3	🔧4
☠	50			+15% DamageBlack Powder x2, Salvage x5	+40% DamageSalvage x7, Black Powder x6
«	50	-20% Spread ReductionCloth x2, Hide x3	-40% Spread Reduction and -50% Recoil ReductionHide x2, Salvage x3	-75% Recoil ReductionFat x3, Salvage x4, Black Powder x2	
➡	50	+25% Rate of FireFat x1, Salvage x3		+50% Rate of FireBlack Powder x4, Salvage x4	
🕒	50		-30% Reload SpeedCloth x2, Salvage x3	-30% Reload SpeedCloth x2, Salvage x3	-30% Reload SpeedCloth x2, Salvage x3
▮▮▮	50	Increases Clip size to 11Cloth x2, Salvage x3			

PN-TF 267

Acquisition: Story - Obtained at the Porvenir Oil Fields just before the final battle with the helicopter.

Description: A light machine gun with enormous ammo capacity, and gas-operated reloading. Nicknamed "The Pontiff" by Trinity soldiers.

		🔧1	🔧2	🔧3	🔧4
☠	25		+15% DamageBlack Powder x2, Salvage x1		+40% DamageSalvage x4, Black Powder x3
«	50	-20% Spread ReductionCloth x2, Hide x1	-40% Spread Reduction, -50% Recoil ReductionHide x2, Salvage x1		-75% Recoil ReductionFat x2, Salvagex2, Black Powder x3
➡	25	+25% Rate of FireFat x1, Salvage x1		+50% Rate of FireBlack Powder x2, Salvage x3	
🕒	75		-25% Reload SpeedHide x2, Salvage x1	-50% Reload SpeedJaguar Hide x2, Salvage x2	
▮▮▮	50	Increases Clip Size to 65Hide x1, Salvage x1			

WASP 11

Acquisition: Sold by the Mission of San Juan Merchant (5900g).

Description: The WASP is best used in spray-and-pray situations! The focus here is on rapid-fire shooting.

		🔧1	🔧2	🔧3	🔧4
☠	25	+15% DamageBlack Powder x1, Salvage x1			+40% DamageSalvage x4, Black Powder x3
«	50		-20% Spread ReductionFat x1, Salvage x2	-40% Spread Reduction, -50% Recoil ReductionJaguar Hide x2, Salvage x3	-75% Recoil ReductionFat x2, Salvage x2, Black Poweder x3
➡	75		+40% Rate of FireBlack Powder x2, Salvage x1		
🕒	50	-15% Reload SpeedHide x1, Salvage x1	-20% Reload SpeedHide x2, Salvage x1	-50% Reload SpeedJaguar Hide x2, Salvage x2	
▮▮▮	75	Increase Clip Size to 35Hide x1, Salvage x1			

GF RAL

Acquisition: Sold by a Kuwaq Yaku Merchant (3200g).

Description: Hits like a truck...at twenty miles per hour. This is a powerful assault rifle, but with a lower rate of fire.

		🔧1	🔧2	🔧3	🔧4
☠	75		+15% DamageBlack Powder x1, Salvage x2		+40% DamageSalvage x4, Black Powder x3
«	25	-30% Spread Reduction, -50% Recoil ReductionHide x1, Salvage x1	-60% Spread Reduction, -85% Recoil ReductionFat x2, Salvage x2		
➡	50	+15% Rate of FireFat x1, Salvage x1	+25% Rate of FireHide x2, Salvage x1	+35% Rate of FireJaguar Hide x2, Salvage x3	
🕒	25	-15% Reload SpeedHide x1, Salvage x1	-25% Reload SpeedHide x2, Salvage x1	-35% Reload SpeedJaguar Hide x2, Salvage x3	
▮▮▮	25		Increase Clip Size to 25Hide x2, Salvage x1		

REDDING BOLT-ACTION

Acquisition: Eagle Path: New Game+

Description: An old bolt-action rifle with accurate sights. Deals high damage.

		🔧1	🔧2	🔧3	🔧4
☠	75			+15% DamageBlack Powder x2, Salvage x2	+40% DamageSalvage x4, Black Powder x3
«	75		-20% Spread ReductionCloth x2, Hide x2		
➡	50	+15% Rate of FireFat x1, Salvage x1	+25% Rate of FireCloth x2, Fat x2, Salvage x2	+35% Rate of FireHide x2, Salvage x3	
🕒	25		-20% Reload SpeedFat x2, Salvage x2		-50% Reload SpeedFat x2, Cloth x3, Salvage x3
▮▮▮	25	Icrease Clip Size to 35Hide x1, Salvage x2			

RIFLE ACCESSORIES

LASER SIGHT

Acquisition: Sold by the rebel Merchant Moraekah in Paititi (2800g).

Description: Increases zoom factor and aiming precision.

RIFLE SUPPRESSOR

Acquisition: Sold by the Mission of San Juan Merchant (3400g).

Description: Suppresses noise from rifle fire.

RIFLE AMMO POUCH

Acquisition: Sold by the Kuwaq Yaku Merchant (1500g).

Description: Latched hide pouch. Increases carrying capacity of rifle ammunition.

LARGE RIFLE AMMO POUCH

Acquisition: Purchase the Crow's Hoard Skill and rifle ammo pouch. Sold by the Mission of San Juan Merchant (3100g).

Description: Large hide storage pouch with slots for individual rounds. Increases carrying capacity of rifle ammunition.

SHOTGUNS

Shotguns don't unlock until roughly midway through the game. They're most effective at close range, which tends to be relevant most commonly toward the end of the game during forced-combat encounters where stealth isn't an option.

BISHOP 600

Acquisition: Story - Found on the Trinity soldier just before the Yaaxil ambush in the Cenotes.

Description: Standard-issue pump-action shotgun for Trinity forces. Balanced and reliable in any climate or situation.

		🔧1	🔧2	🔧3	🔧4
☠	75		+15% DamageBlack Powder x3, Salvage x5	+40% DamageFat x4, Black Powder x2, Salvage x6	
«	25	-20% Recoil ReductionHide x3, Salvage x3	-30% Recoil ReductionHide x3, Salvage x5	-40% Recoil ReductionCloth x8, Salvage x6	-50% Recoil ReductionJaguar Hide x8, Salvage x7
➡	25	+10% Rate of FireFat x3, Salvage x3			
🕒	50		-50% Reload SpeedHide x3, Salvage x5		
▮▮▮	25		Increase Clip Size to 9Fat x3, Salvage x5		

BISHOP 600 — GOLD EDITION

Acquisition: Log into your Square Enix membership account from the main menu.

Description: Standard-issue pump-action shotgun for Trinity forces. Balanced and reliable in any climate or situation.

		🔧1	🔧2	🔧3	🔧4
☠	75		+15% DamageBlack Powder x3, Salvage x5	+40% DamageFat x4, Black Powder x2, Salvage x6	
«	25	-20% Recoil ReductionHide x3, Salvage x3	-30% Recoil ReductionHide x3, Salvage x5	-40% Recoil ReductionCloth x8, Salvage x6	-50% Recoil ReductionJaguar Hide x8, Salvage x7
➡	25	+10% Rate of FireFat x3, Salvage x3			
🕒	50		-50% Reload SpeedHide x3, Salvage x5		
▮▮▮	25		Increase Clip Size to 9Fat x3, Salvage x5		

TAEV 16

Acquisition: Sold by the Mission of San Juan Merchant (5700g).

Description: A well-balanced military-issue shotgun with plenty of stopping power.

		🔧1	🔧2	🔧3	🔧4
☠	50	+15% DamageBlack Powder x2, Salvage x1		+40% DamageFat x2, Salvage x2, Black Powder x1	
«	50	-10% Recoil ReductionHide x2, Salvage x1	-20% Recoil ReductionHide x2, Salvage x2	-40% Recoil ReductionJaguar Hide x2, Salvage x2	-75% Recoil ReductionCloth x4, Salvage x3
➡	25		+10% Rate of FireFat x2, Salvage x2		
🕒	50		-50% Reload SpeedHide x2, Salvage x2		
▮▮▮	50			Increase Clip Size to 9Fat x2, Salvage x2, Black Powder x1	

WHWS-16

Acquisition: Sold by the Mission of San Juan Merchant (5800g).

Description: Make big holes faster! This powerhouse military shotgun deals punishing high-speed damage.

		🔧1	🔧2	🔧3	🔧4
☠	25	+15% DamageBlack Powder x2, Salvage x1	+40% DamageFat x2, Salvage x2		
«	25	-10% Recoil ReductionHide x2, Salvage x1		-30% Recoil ReductionFat x1, Salvage x2, Black Powder x1	-50% Recoil ReductionCloth x3, Salvage x3
➡	50				+20% Rate of FireFat x2, Salvage x2, Black Powder x1
🕒	50	-20% Reload SpeedHide x2, Salvage x1	-35% Reload SpeedFat x2, Salvage x2		-50% Reload SpeedBlack Powder x2, Salvage x3
▮▮▮	75			Increase Clip Size to 15Cloth x1, Salvage x2, Black Powder x1	

SHOTGUN ACCESSORIES

SHOTGUN SPREADER CHOKE

Acquisition: Sold by the Mission of San Juan Merchant (3300g).

Description: Narrows shot spread to mimic shotgun slug.

LARGE SHELL HOLDER

Acquisition: Purchase Crow's Hoard Skill and shell holder. Sold by the Mission of San Juan Merchant (3600g).

Description: Large shell holder. Increases carrying capacity of shotgun ammunition.

SHELL HOLDER

Acquisition: Sold by the Mission of San Juan Merchant (2900g).

Description: Hide shell holder. Increases carrying capacity of shotgun ammunition.

MELEE

Lara's climbing axes are also used as melee weapons, should the occasion arise. Meleeing enemies has a chance to knock them down, allowing for a takedown. Note that Lara is vulnerable during melee and takedowns, so it's not the best approach when there are multiple well-armed enemies closing in. Melee weapons cannot be upgraded.

CLIMBING AXE

Acquisition: Story: Obtained upon reaching the plane fuselage in the Peruvian Jungle.

Description: A sturdy mountaineering axe.

KNIVES

Knives are primarily used to cut ropes and harvest resources from animal corpses, but Lara also uses them for stealth kills. The quality of the knife has no impact on stealth kills.

Note that you always get the Reinforced Knife before the Finely Crafted Knife, regardless of the order in which you complete the side mission and purchase the Knife Upgrade from the Paititi Merchant.

MAKESHIFT KNIFE

Acquisition: Story: Dislodge from the plane wreckage in the Peruvian Jungle, then upgrade it at the Base Camp.

Description: A handy improvised blade used to cut rope and stealthily take down enemies.

REINFORCED KNIFE

Acquisition: Sold by a Paititi Merchant (2900g) OR Complete the "Collateral Damage - Stay of Execution" side mission in Paititi.

Description: Used to cut rope and stealthily attack enemies. Can cut through braided ropes. Lara receives more resources from harvested animals.

FINELY CRAFTED KNIFE

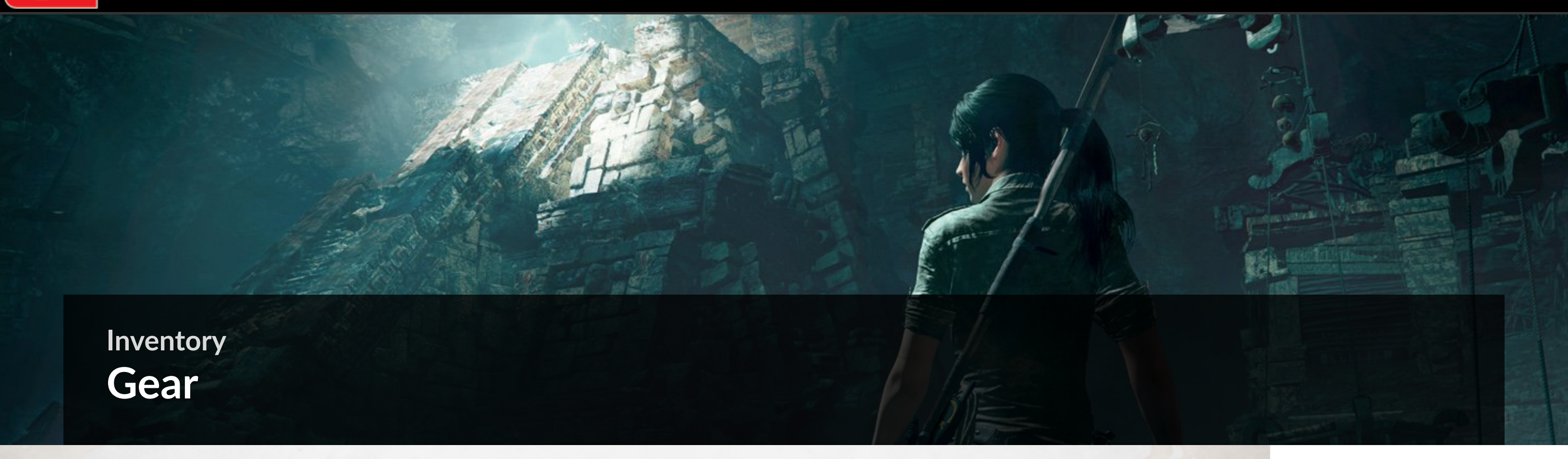
Acquisition: Sold by a Paititi Merchant (2900g) OR Complete the "Collateral Damage - Stay of Execution" side mission in Paititi.

Description: Used to cut rope and stealthily attack enemies. Can cut through braided ropes.

JAGUAR FANG

Acquisition: Jaguar Path: New Game+.

Description: A reinforced, obsidian-bladed knife. Used to cut through braided ropes and stealthily attack enemies.



Inventory

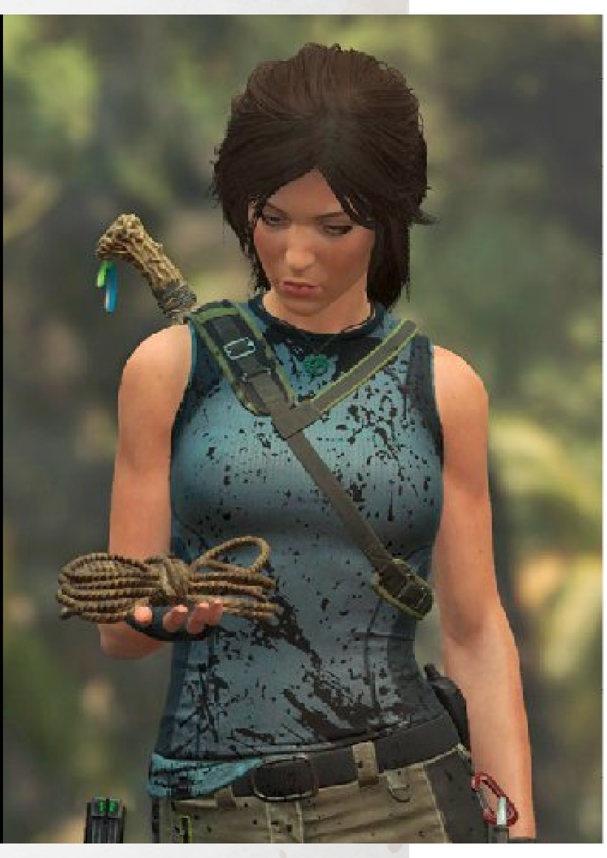
Gear

A respected tomb raider wouldn't go anywhere without her trusty gear.

ROPE

Acquisition: Story - Obtained after cutting down Lara's gear at the plane wreckage.

Description: Coil of braided rope. Used for firing rope arrows, making rope lines, and swinging across large gaps.



RAPPEL WIRE

Acquisition: Story - Obtained after cutting down Lara's gear at the plane wreckage.

Description: A custom-crafted high-tensile-strength coil of braided wire, incorporated into the climbing axes.

ASCENDER

Acquisition: Sold by the rebel Merchant Moraekah in Paititi (3300g).

Description: Modern military rope-climbing device. Used for quickly traversing rope lines and the rappel wire.

OVERHANG CLIMB GEAR

Acquisition: Story - Obtained while exting Cenotes.

Description: Crampons for boots, allowing for climbs on inclined and horizontal rock surfaces.

LOCKPICK

Acquisition: Sold by the rebel Merchant Moraekah in Paititi (2800g).

Description: A hand-crafted Lockpick showing signs of considerable wear. Used for opening locked conquistador treasure chests.

SATCHEL

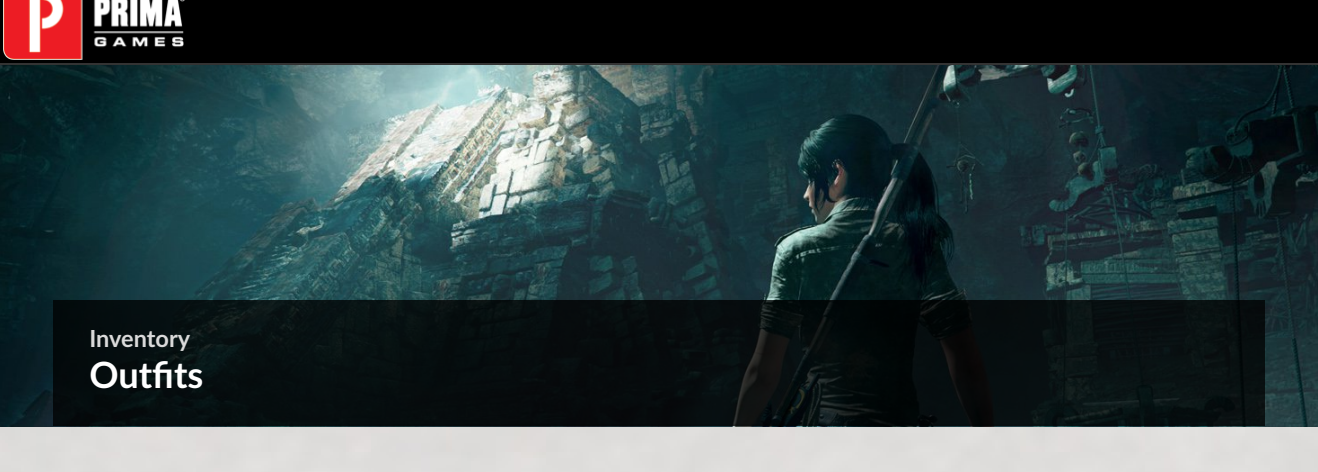
Acquisition: Sold by a Paititi Merchant (2600g).

Description: Compact hide pouch. Increases carrying capacity of natural and man-made resources.

RUCKSACK

Acquisition: Purchase Crow's Hoard Skill and satchel. Sold by a Paititi Merchant (3500g).

Description: Large insulated storage pack. Increases carrying capacity of natural and man-made resources.



Inventory

Outfits

In addition to the traditional one-piece outfits from previous games, **Shadow of the Tomb Raider** introduces customizable outfits for players to mix and match to fit their needs (or personal style).

In the early game, outfits that increase found resources enable Lara to better prepare for combat scenarios or barter with Merchants and upgrade weapons sooner. If combat is proving troublesome, there are outfits that reduce various types of damage. Otherwise, getting bonus XP from hunting and stealth kills can help unlock Skills faster.

PROGRESSION OUTFITS

Lara earns a few outfits as the story progresses. These do not require crafting.

TACTICAL ADVENTURER

Type: Legs

Acquisition: Lara's default outfit.

Description: Canvas pants with polymer-reinforced knees and inseam.

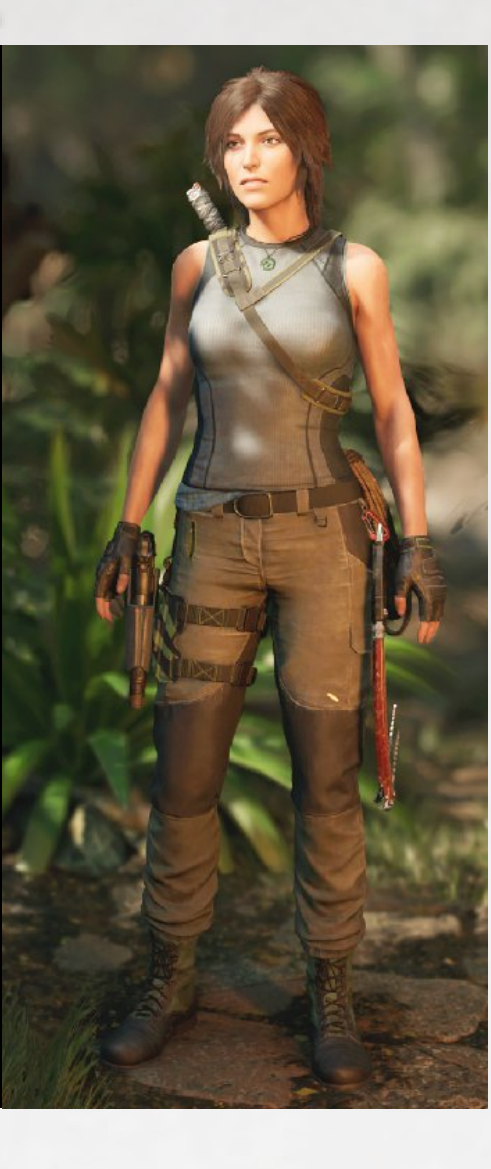
Benefits: None.

Type: Torso

Acquisition: Lara's default outfit.

Description: Gray tank top. Its moisture-wicking fabric is ideal for the jungle's humidity.

Benefits: None.



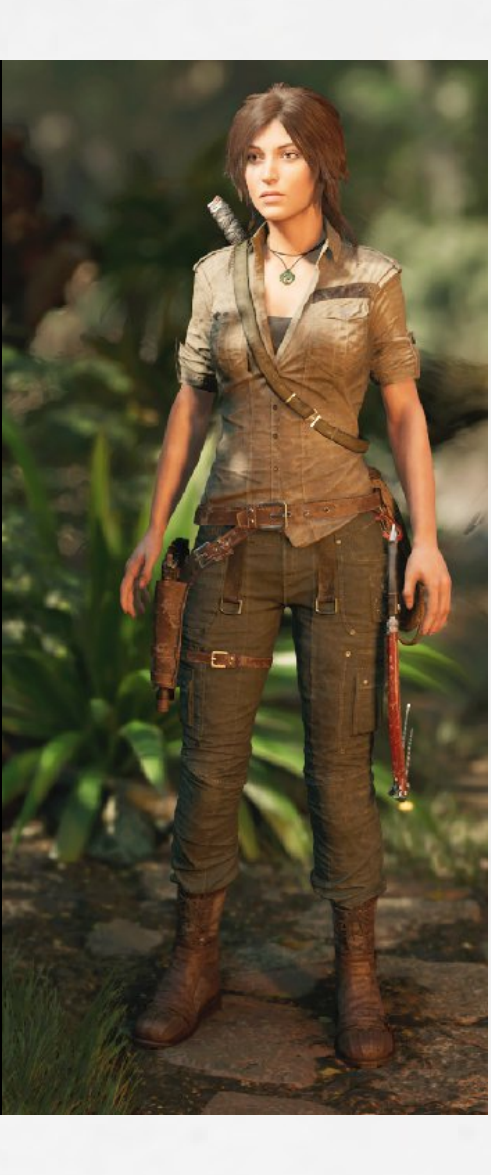
ADVENTURER

Type: Full Body

Acquisition: Lara's outfit from the Prologue. Available by default.

Description: Beige cotton oxford and green pants. A functional outfit for adventures off the beaten path.

Benefits: None.



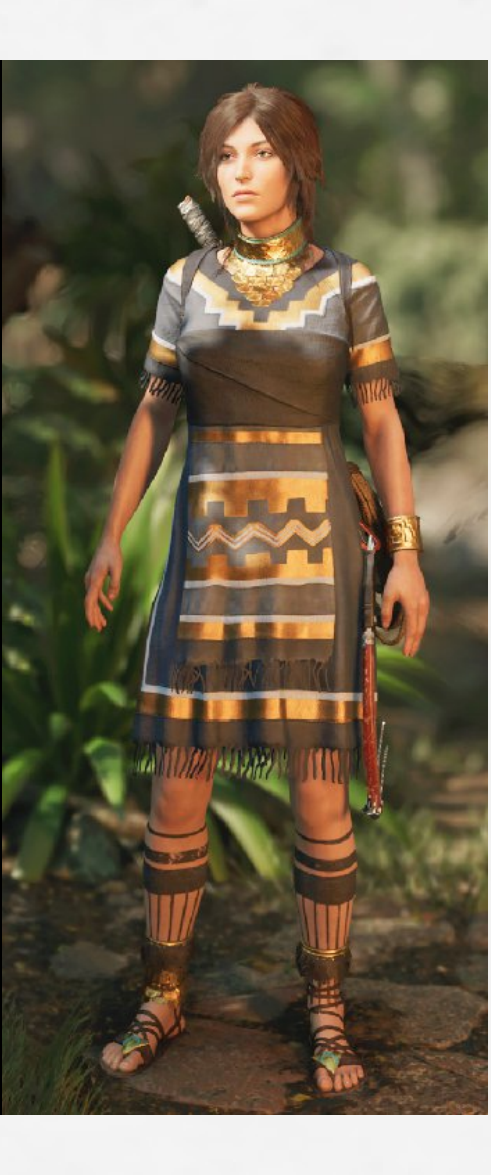
BLUE HERON TUNIC

Type: Full-body

Acquisition: Story - Automatically equipped upon entering Paititi for the first time.

Description: This outfit bears the official colors of deposed Queen Unuratu's family line. Many rebels wear blue in support of the rebellion, and her family's right to rule.

Benefits: Enables interaction with rebels.



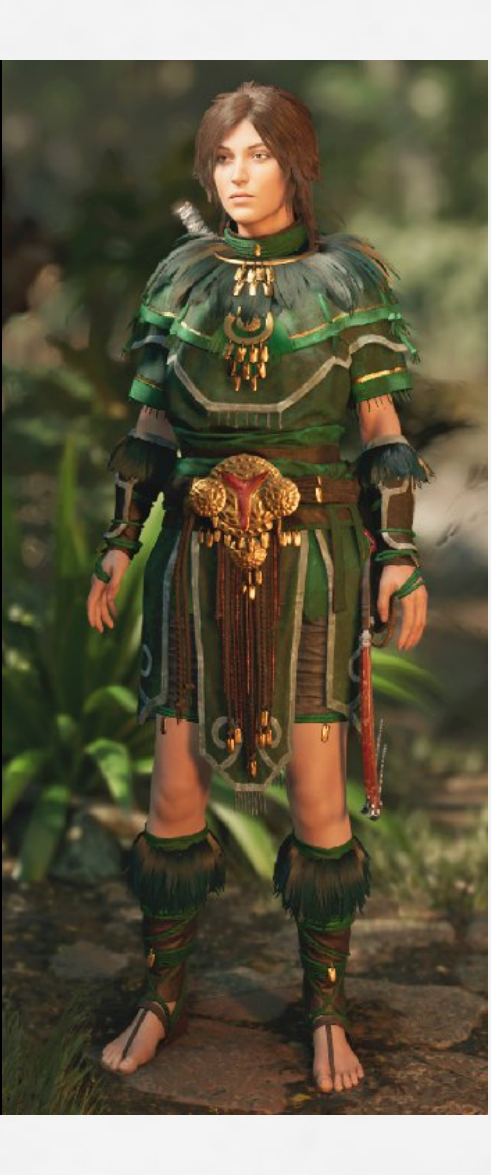
SERPENT GUARD

Type: Full-body

Acquisition: Story - Automatically equipped upon returning to Paititi after escaping the Cenotes.

Description: Armored tunic and headdress worn by the elite Cult of Kukulkan warriors.

Benefits: Enables interactions with cultists.



VEST OF THE EMPRESS JAGUAR

Type: Torso

Acquisition: Story - Defeat the empress jaguar in the Peruvian Jungle.

Resource Cost: Hide x1, Fat x1, Dark Jaguar Hide x1

Outfit Expert Cost: Hide x1, Fat x1

Description: This vest was made from the hide of an empress jaguar. Dark hide provides concealment from enemies.

Benefits: Enemy awareness - Enemies take longer to detect and identify Lara as a threat.

BOOTS OF THE EMPRESS JAGUAR

Type: Legs

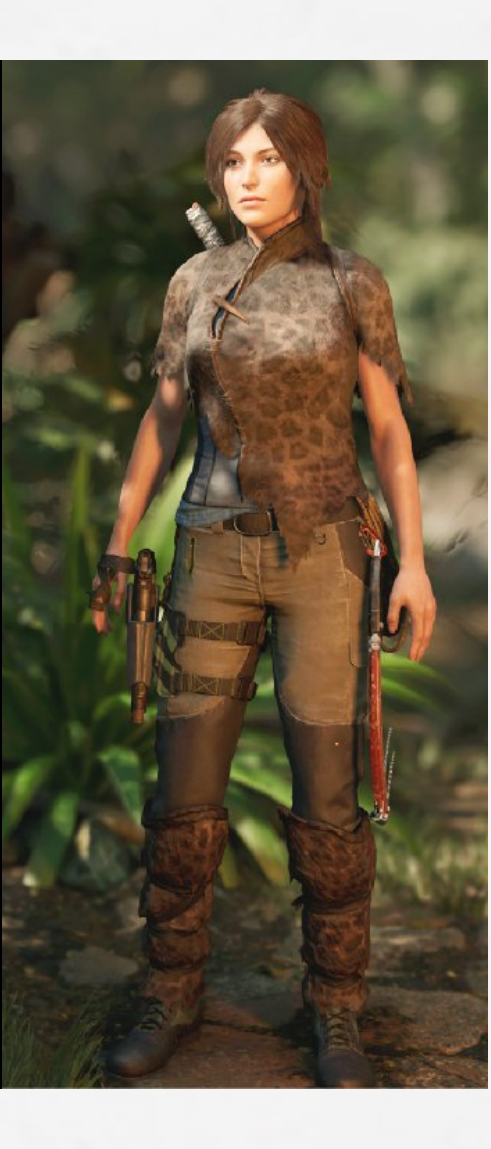
Acquisition: Story - Defeat the empress jaguar in the Peruvian Jungle.

Resource Cost: Hide x4, Cloth x8, Dark Jaguar Hide x1

Outfit Expert Cost: Hide x2, Cloth x3

Description: Boots made from the pelt of an empress jaguar. Braided cotton soles provide a sound dampening effect when running.

Benefits: Quiet movement: Reduced noise when running, making Lara harder to detect.



VESTIGE OUTFITS

Most outfits are obtained in the form of Vestiges, either as crypt rewards or by purchasing from Merchants. Vestiges must then be restored at a Base Camp using crafting materials in order for Lara to wear them. If you plan to restore more than one or two pieces, it's highly recommended unlocking the Anole's Needle Skill, which drastically reduces the amount of resources needed. The resources needed with and without that skill are noted.

YAWAY'S BATTLE TUNIC

Type: Torso

Acquisition: Vestige rewarded by completing Paititi side mission, "Wolf at the Door - Widow's Tears."

Resource Cost: Hide x4, Cloth x8, Jaguar Hide x1

Outfit Expert Cost: Hide x2, Cloth x3

Description: Leopard pelt and hide tunic worn by Yskar Yaway, a mighty Jaguar Warrior.

Benefits: Endurance duration: Increases duration of Endurance plant effects, providing longer resistance to damage. Requires Heart of the Jaguar Skill.

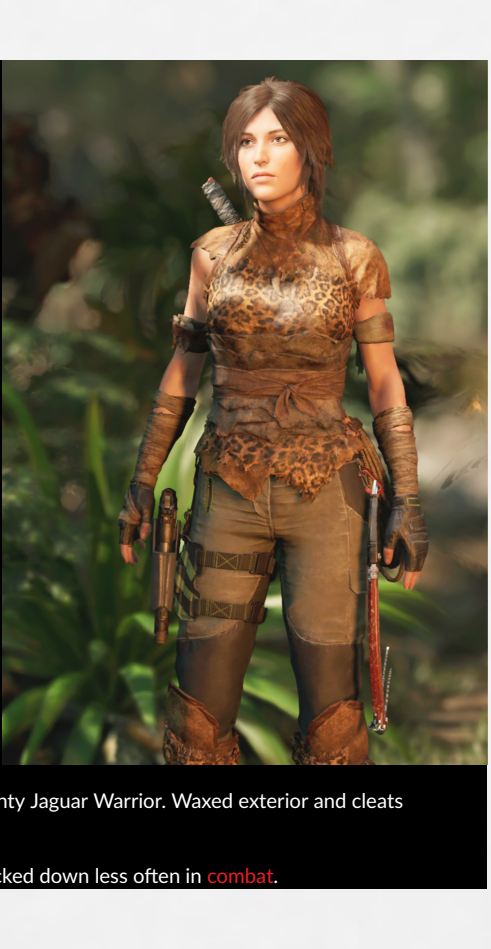
YAWAY'S WOODEN GREAVES

Type: Legs

Acquisition: Vestige available within Paititi crypt.

Resource Cost: Hide x4, Hardwood x3, Jaguar Hide x2

Outfit Expert Cost: Hide x2, Hardwood x1



Description: These wooden greaves were worn by Yskar Yaway, a mighty Jaguar Warrior. Waxed exterior and cleats provide extra protection against fire and knockdowns.

Benefits: Fire and stumble resistance: Resist fire damage, and get knocked down less often in combat.

MANTLE OF SIX SKY

Type: Torso

Acquisition: Vestige available to buy from Paititi Merchant (5600g).

Resource Cost: Feather x12, Jaguar Hide x2, Eagle Feather x2

Outfit Expert Cost: Feather x4, Jaguar Hide x1

Description: Six Sky wore this mantle in battle. The Cult of Kukulkan's Eagle Warriors wear eagle feathers in his honor. Metal inlays provide protection from long-range attacks.

Benefits: Projectile resistance: Take less damage from bullets and arrows.

GREAVES OF SIX SKY

Type: Legs

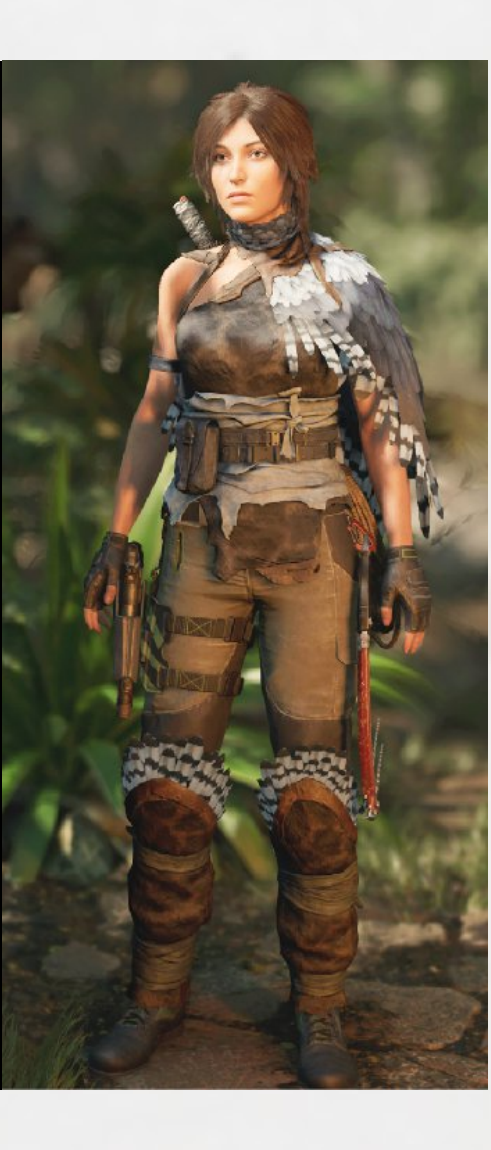
Acquisition: Vestige available within Paititi crypt.

Resource Cost: Feather x12, Jaguar Hide x2, Eagle Feather x2

Outfit Expert Cost: Feather x4, Jaguar Hide x1

Description: Six Sky wore these greaves in battle. The Cult of Kukulkan's Eagle Warriors wear eagle feathers in his honor. Feathered padding provides health regeneration.

Benefits: Health regeneration: Health regenerates more quickly during breaks in combat.



CH'AMAKA'S WAR VEST

Type: Torso

Acquisition: Vestige available within Paititi crypt.

Resource Cost: Hide x4, Cloth x8, Black Maned Wolf Hide x1

Outfit Expert Cost: Hide x2, Cloth x1

Description: This ancient wolf-leather vest belonged to the heroic warrior Ch'Amaka. Charms sewn into the lining protect the wearer from melee attacks during battle.

Benefits: Melee resistance: Take less damage from melee attacks.

CH'AMAKA'S GREAVES

Type: Legs

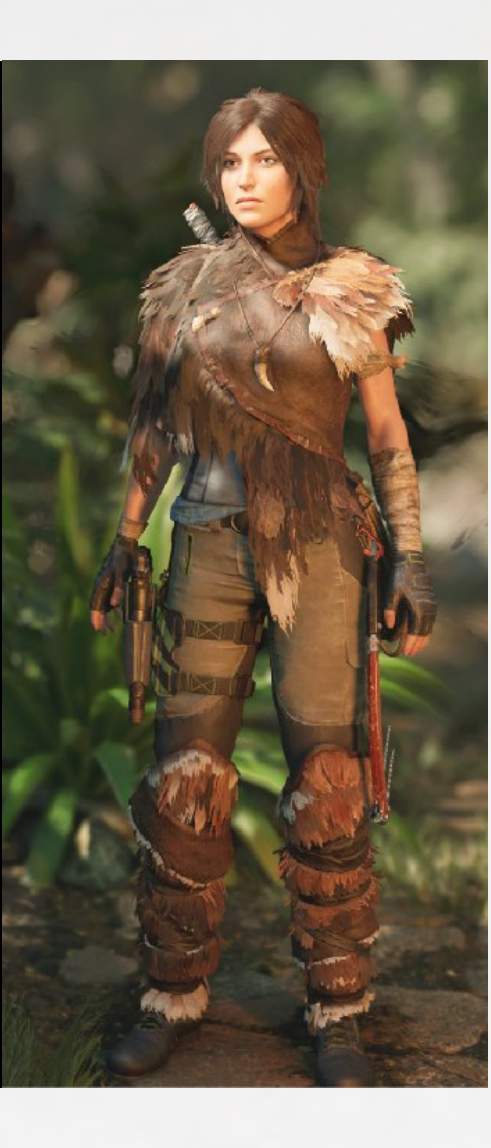
Acquisition: Vestige rewarded by completing Paititi side mission, "In the Midnight Hour - Freedom."

Resource Cost: Hide x3, Fat x5, Black Maned Wolf Hide x2

Outfit Expert Cost: Hide x1, Fat x2

Description: These ancient wolf-leather greaves were worn by the great warrior Ch'Amaka during Paititi's first rebellion. Surging into battle increases the wearer's experience.

Benefits: Bonus XP, assault kills - Gain bonus XP from non-stealth kills.



CONDOR COWL OF URQU

Type: Torso

Acquisition: Vestige available within Kuwaq Yaku crypt.

Resource Cost: Hide x4, Condor Feather x3, Black Maned Wolf Hide x2

Outfit Expert Cost: Hide x2, Condor Feather x1

Description: This hide and feather cowl belonged to someone name Urqu, possibly a scout. Increases duration of Focus plant effects. Requires Scales of the Serpent Skill.

Benefits: Increased Focus time -Time slowed for a longer period when aiming. Requires Scales of the Serpent Skill.

HIDE BOOTS OF URQU

Type: Legs

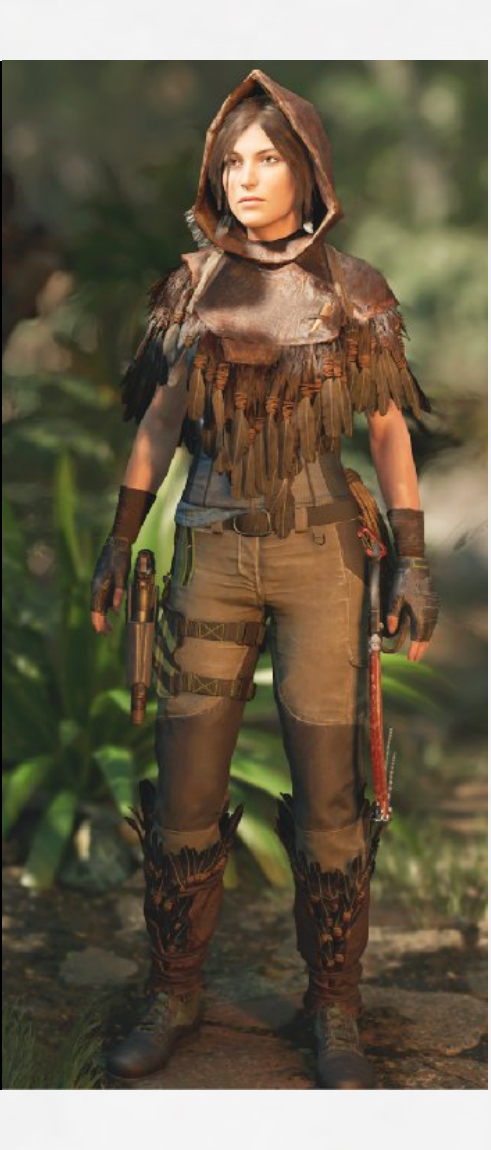
Acquisition: Vestige available to buy from Kuwaq Yaku Merchant (4300g).

Resource Cost: Hide x3, Condor Feather x3, Black Maned Wolf Hide x2

Outfit Expert Cost: Hide x2, Cloth x2

Description: Boots worn by a scout or a hunter. Engaging enemies stealthily increases the wearer's experience.

Benefits: Bonus XP, stealth kills - Gain bonus XP from stealth kills.



MANKO'S TUNIC

Type: Torso

Acquisition: Vestige rewarded by completing Paititi side mission, "Draw Weight Heavily - The Champion's Bow."

Resource Cost: Hide x4, Cloth x4, Black Maned Wolf Hide x2

Outfit Expert Cost: Hide x2, Cloth x2

Description: A simple but sturdy hide tunic. Worn by Manko, the poor villager who led the Incas away from Cuzco to safety. Scented hide provides concealment when hunting prey.

Benefits: Prey awareness - Animal prey take longer to detect Lara.

MANKO'S BOOTS

Type: Legs

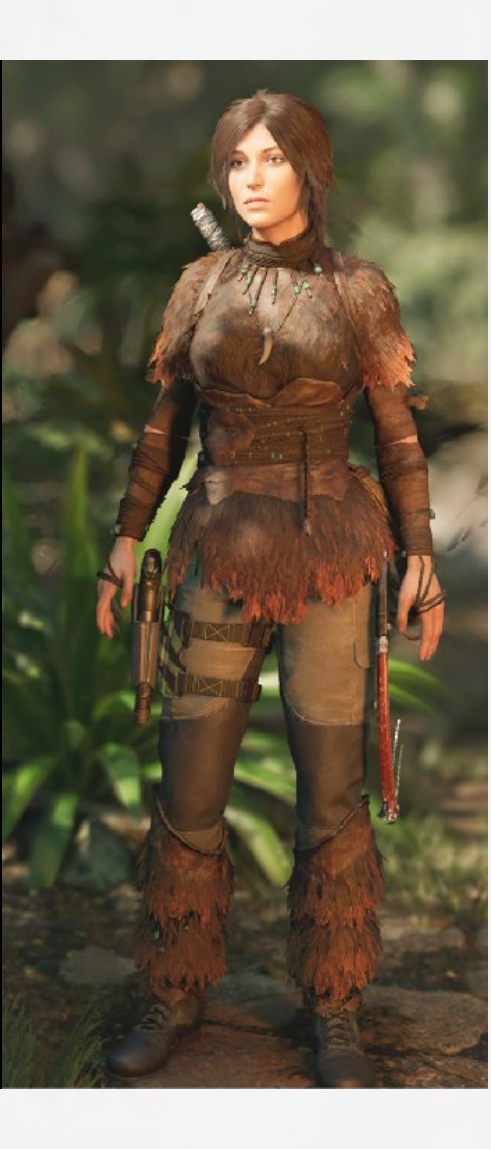
Acquisition: Vestige available within Paititi crypt.

Resource Cost: Hide x4, Cloth x4, Black Maned Wolf Hide x2

Outfit Expert Cost: Hide x2, Cloth x2

Description: Fur-trimmed books worn by Manko, the Peasant Savior, as he led the Incas from Cuzco to Paititi. Scented hide provides concealment when hunting predators.

Benefits: Predator awareness - Animal predators take longer to detect Lara.



EVENINGSTAR'S CAPE

Type: Torso

Acquisition: Vestige available within Peruvian Jungle crypt.

Resource Cost: Hide x4, Cloth x8, Eagle Feather x2

Outfit Expert Cost: Hide x2, Cloth x3

Description: Rumored to be worn by Queen Eveningstar, this cape is elaborate and made of many fine eagle feathers. Increases duration of Perception plant effects. Requires Eye of the Eagle Skill.

Benefits: Perception duration: Increases duration of Perception plant effects. Requires Eye of the Eagle Skill.

EVENINGSTAR'S BOOTS

Type: Legs

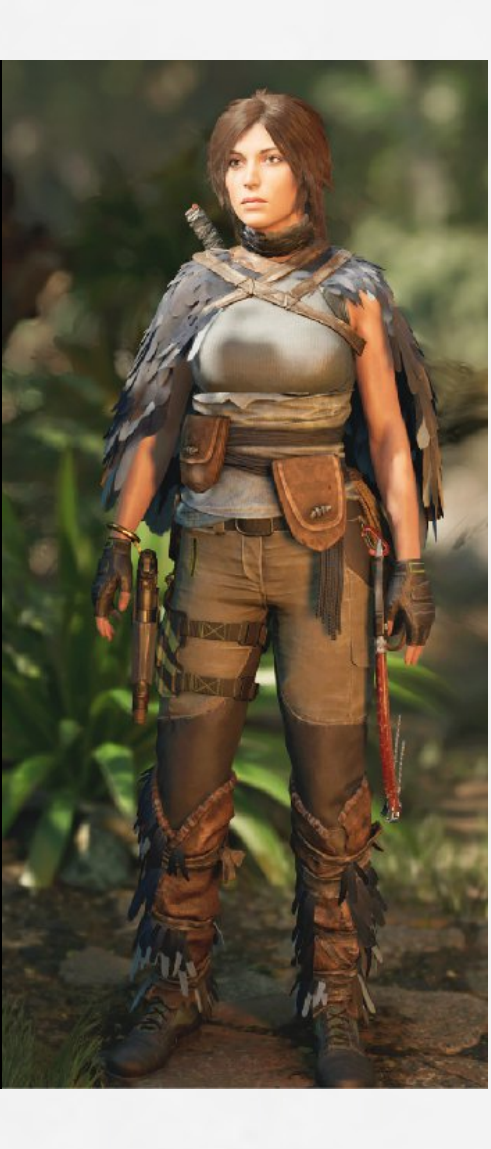
Acquisition: Vestige available within Peruvian Jungle crypt.

Resource Cost: Hide x3, Cloth x8, Eagle Feather x2

Outfit Expert Cost: Hide x1, Cloth x3

Description: Feathered boots said to be worn by Queen Eveningstar. Hollow lining provides ability to harvest more natural resources from each source.

Benefits: Natural resources - Gain additional plant and mineral crafting resources from each source.



NINE STRIDES' HARNESS

Type: Torso

Acquisition: Vestige available to buy from Kuwaq Yaku Merchant (3200g).

Resource Cost: Hide x6, Cloth x4

Outfit Expert Cost: Hide x3, Cloth x2

Description: Harness made of cotton and braided llama wool, once worn by someone named Nine Strides. Extra pockets provide ability to craft more ammunition.

Benefits: Craft additional ammo - Increase the amount of ammunition crafted on the run.

NINE STRIDES' BOOTS

Type: Legs

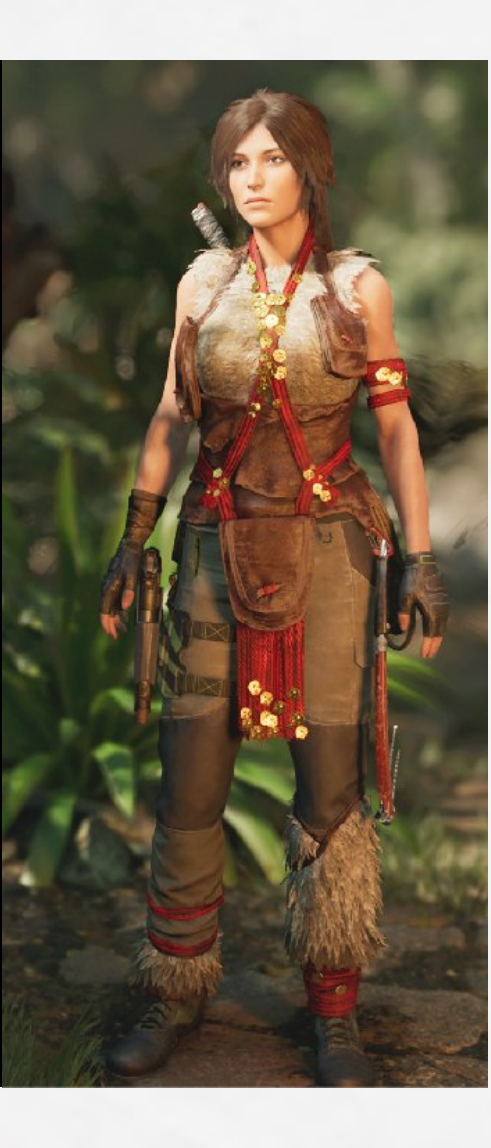
Acquisition: Vestige available within Kuwaq Yaku crypt.

Resource Cost: Hide x6, Cloth x4

Outfit Expert Cost: Hide x3, Cloth x2

Description: Boots worn by Nine Strides, a renowned mercenary said to have battled her way across the world—three times. Gold charms grant the ability to find more man-made resources from each source.

Benefits: Man-made resources - Gain additional fat, black powder, and salvage resources from each source.



KANTU'S GILDED VEST

Type: Torso

Acquisition: Vestige found within Mission of San Juan Crypt.

Resource Cost: Hide x3, Cloth x8, Jaguar Hide x2

Outfit Expert Cost: Hide x1, Cloth x3

Description: Preferred outfit of Kantu, an affluent hunter. Her skill saved her tribe from starvation as they wandered the jungle looking for a new home. Hunting increases the wearer's experience.

Benefits: Bonus XP, hunting - Gain bonus XP from hunting animals.

KANTU'S BOOTS

Type: Legs

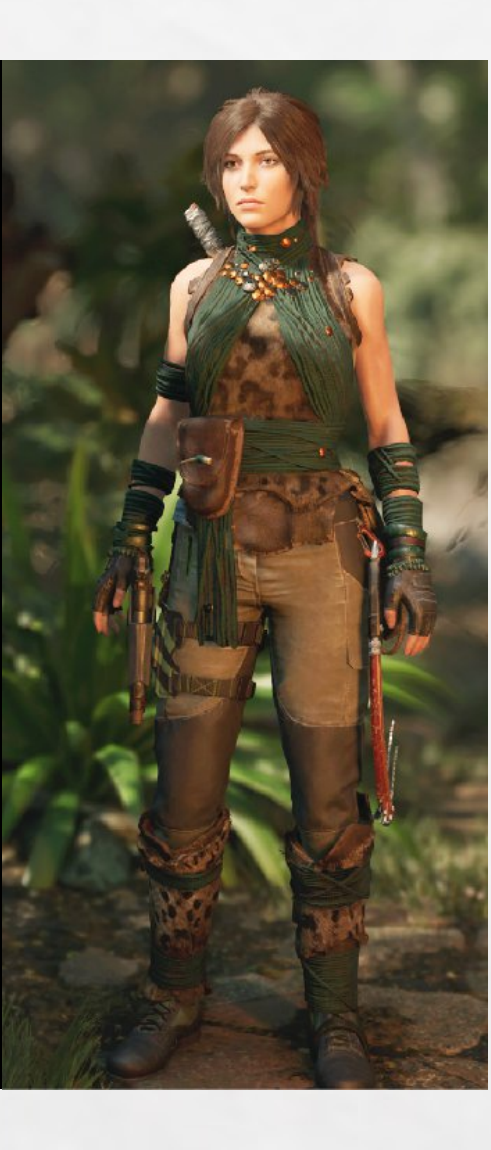
Acquisition: Vestige available to buy from Paititi Merchant (6900g).

Resource Cost: Hide x3, Cloth x8, Jaguar Hide x2

Outfit Expert Cost: Hide x1, Cloth x3

Description: Leopard pelt and vicuna-wool boots worn by Kantu, the acclaimed hunter who helped the Incas arrive in Paititi. Blessed wools grant the ability to find more animal resources from each source.

Benefits: Animal resources - Gain additional hide and fat from animals.



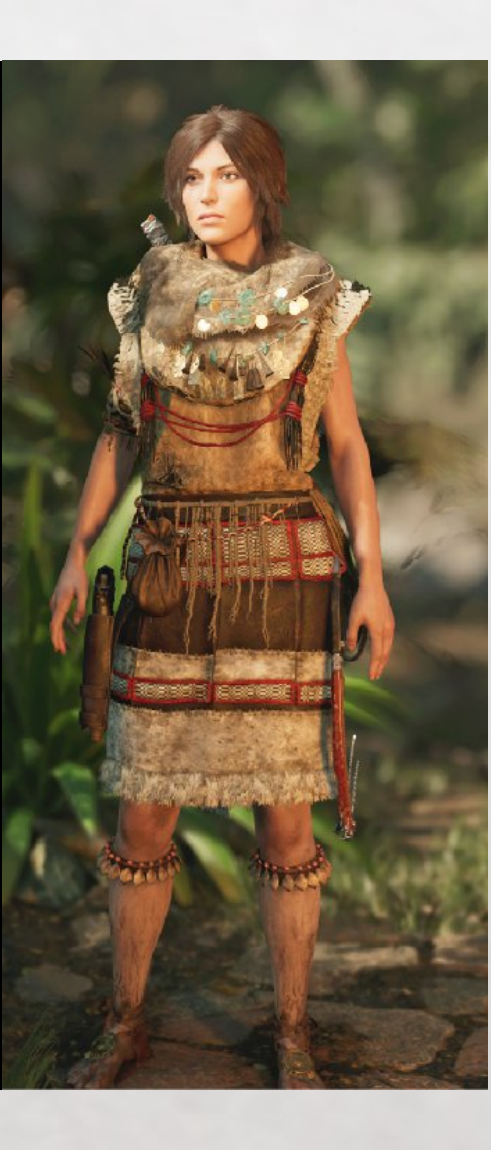
CRIMSON HUNTRESS

Type: Full-body

Acquisition: Available to buy from outcast Merchant Moraekah in Paititi (7200g) after completing the side mission, "Skill of the Player - Cast Out." Does not require crafting.

Description: Outfit worn by the Merchant Moraekah in her younger years, as she ventured far from Paititi. Hunting increases the wearer's experience. Increases duration of Focus plant effects.

Benefits: Bonus XP, hunting: Gain bonus XP from hunting animals.Increased Focus time - Time slowed for a longer period when aiming. Requires Scales of the Serpent Skill.



NEW GAME+ OUTFITS

The following outfits are available exclusively in New Game+.

QUENTI PALLA'S MANTLE

Type: Torso

Acquisition: Select Eagle Path in New Game+, or buy from Kuwaq Yaku Merchant in New Game+.

Resource Cost: Hide x6, Feather x12, Eagle Feather x1

Outfit Expert Cost: Hide x3, Feather x4

Description: Mantle crafted from the feathers of the legendary eagle Quenti Palla, animal totem and first Champion of the Eagle Path. Grants ability to find rare resources on fallen foes and animals.

Benefits: Eagle looting - Gain a chance of finding extra rare resources when looting enemies and animals.

QUENTI PALLA'S GREAVES

Type: Legs

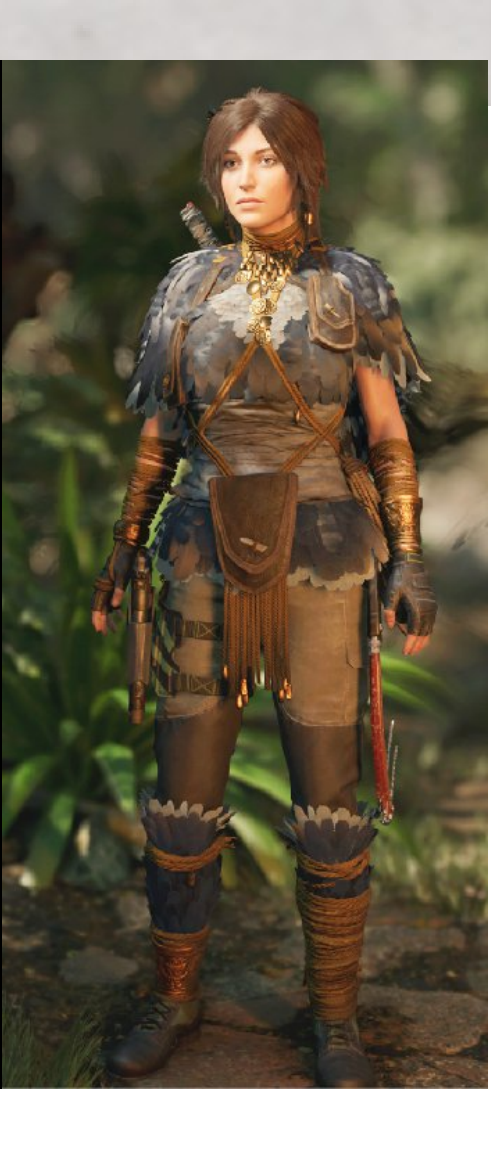
Acquisition: Select Eagle Path in New Game+, or buy from Kuwaq Yaku Merchant in New Game+.

Resource Cost: Hide x6, Feather x12, Eagle Feather x1

Outfit Expert Cost: Hide x3, Feather x4

Description: Greaves crafted from the feathers of the legendary eagle Quenti Palla, animal totem and first Champion of the Eagle Path. Grants ability to find rare resources on fallen foes and animals.

Benefits: Eagle looting - Gain a chance of finding extra rare resources when looting enemies and animals.



OZCOLLO'S TUNIC

Type: Torso

Acquisition: Select Jaguar Path in New Game+, or buy from Kuwaq Yaku Merchant in New Game+.

Resource Cost: Hide x6, Cloth x10, Dark Jaguar Hide x2

Outfit Expert Cost: Hide x3, Cloth x4

Description: Tunic crafted from the pelt of the legendary jaguar Ozcollo, animal totem and first Champion of the Jaguar Path. Inflict extra damage on foes when near death.

Benefits: Jaguar ferocity - Inflict extra damage when health is critical.

OZCOLLO'S GREAVES

Type: Legs

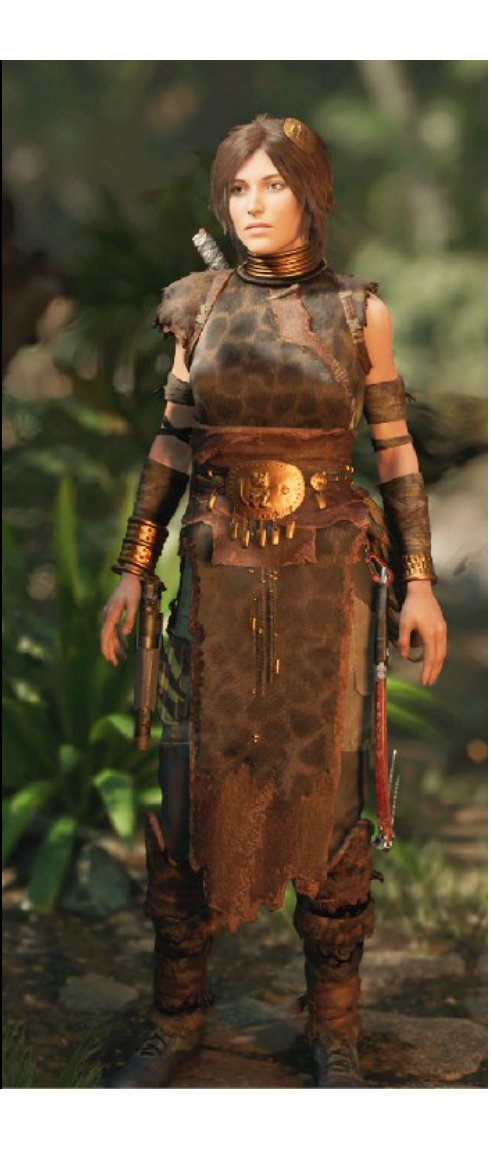
Acquisition: Select Jaguar Path in New Game+, or buy from Kuwaq Yaku Merchant in New Game+.

Resource Cost: Hide x6, Cloth x10, Dark Jaguar Hide x2

Outfit Expert Cost: Hide x3, Cloth x4

Description: Greaves crafted from the pelt of the legendary jaguar Ozcollo, animal totem and first Champion of the Jaguar Path. Surging into battle increases the wearer's experience.

Benefits: Bonus XP, assault kills - Gain bonus XP from non-stealth kills.



THREE FANGS' TUNIC

Type: Torso

Acquisition: Select Serpent Path in New Game+, or buy from Kuwaq Yaku Merchant in New Game+.

Resource Cost: Hide x6, Cloth x10, Black Maned Wolf Hide x2

Outfit Expert Cost: Hide x3, Cloth x4

Description: Tunic crafted from the scales of the legendary anaconda Three Fangs, animal totem and first Champion of the Serpent Path. Provides increased protection from fire when Endurance is used. Requires Heart of the Jaguar Skill.

Benefits: Serpent scales - Greatly increases fire resistance granted by Endurance. Requires Heart of the Jaguar Skill.

THREE FANGS' GREAVES

Type: Legs

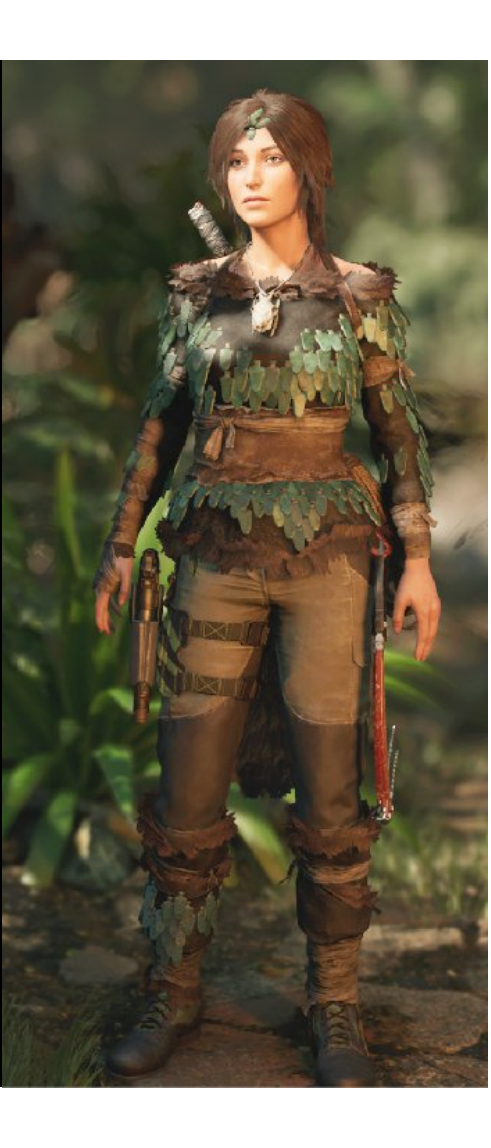
Acquisition: Select Serpent Path in New Game+, or buy from Kuwaq Yaku Merchant in New Game+.

Resource Cost: Hide x6, Cloth x10, Black Maned Wolf Hide x2

Outfit Expert Cost: Hide x3, Cloth x4

Description: Greaves crafted from the scales of the legendary anaconda Three Fangs, animal totem and first Champion of the Serpent Path. Provides increased protection from fire when Endurance is used. Requires Heart of the Jaguar Skill.

Benefits: Serpent scales - Greatly increases fire resistance granted by Endurance. Requires Heart of the Jaguar Skill.



SPECIAL EDITION OUTFITS

Three unique outfits are included in the special editions of **Shadow of the Tomb Raider.**

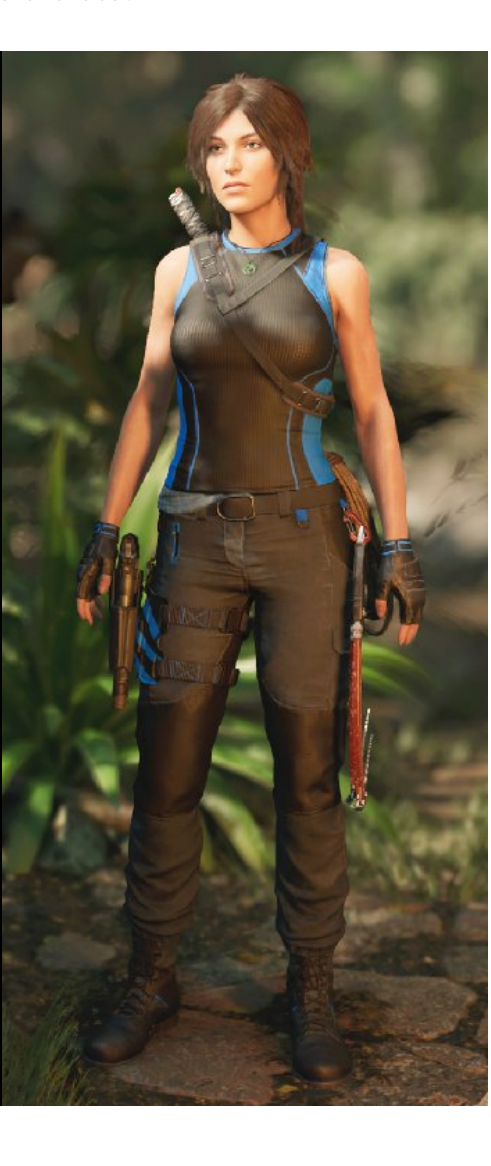
TACTICAL ADVENTURER (BLACK)

Type: Full-body

Acquisition: Included in the Croft and Ultimate Editions.

Description: A black variation on the Tactical Adventurer outfit. Increases the amount of ammo crafted and grants more experience for stealth kills.

Benefits: Craft additional ammo - Increase the amount of ammunition crafted on the run.Bonus XP, stealth kills - Gain bonus XP from stealth kills.



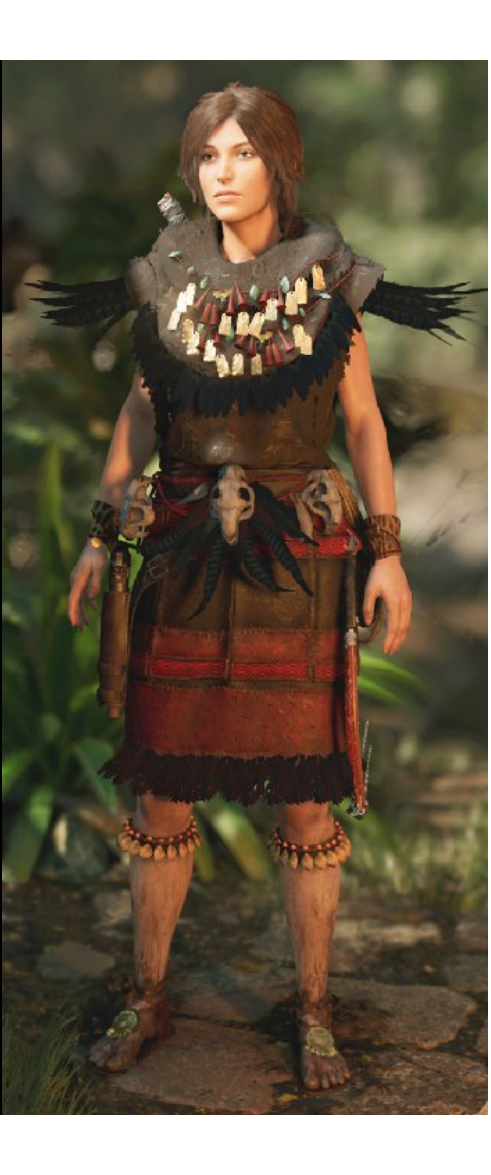
ROBES OF PUKA HUK

Type: Full-body

Acquisition: Included in the Deluxe, Croft, and Ultimate Editions.

Description: Robes of the renowned herbalist Puka Huk, rumored to be able to step between worlds. Increases the amount of harvested animal resources and health regeneration.

Benefits: Health regeneration: Health regenerates more quickly during breaks in combat.Animal resources - Gain additional hide and fat from animals.



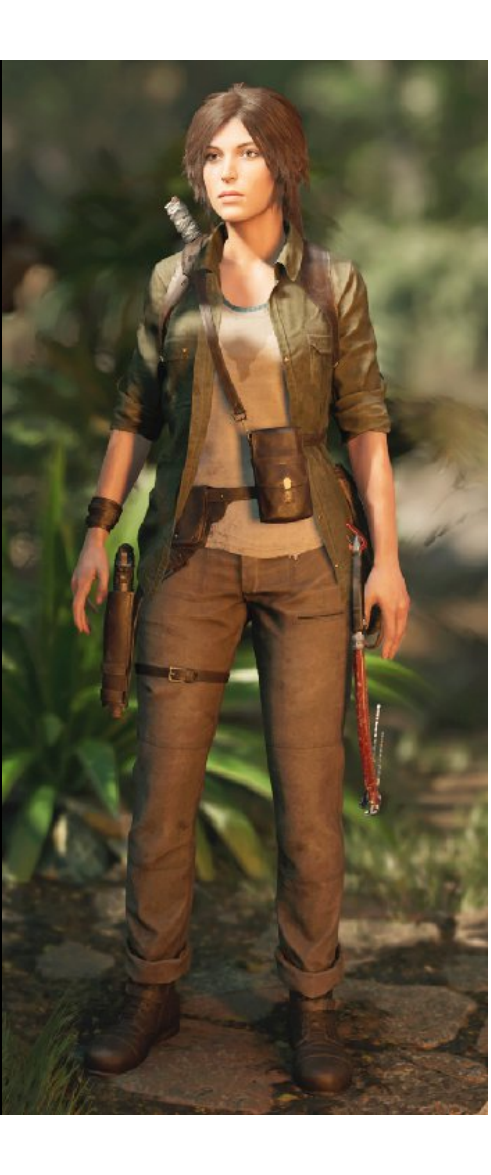
EXPLORER

Type: Full-body

Acquisition: Included in the Croft and Ultimate Editions.

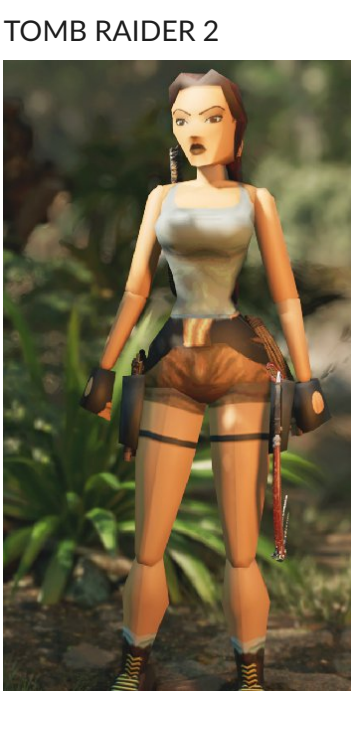
Description: Green twill oxford and beige canvas pants. Increases amount of harvested natural resources and experience gained from hunting.

Benefits: Natural resources: Gain additional plant and mineral crafting resources from each source.Bonus XP, hunting - Gain bonus XP from hunting animals.

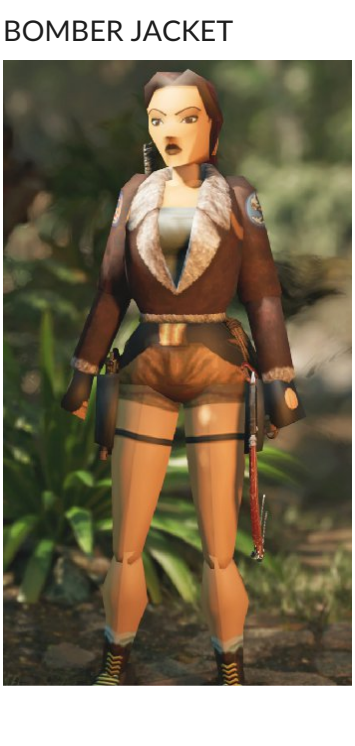


CLASSIC OUTFITS

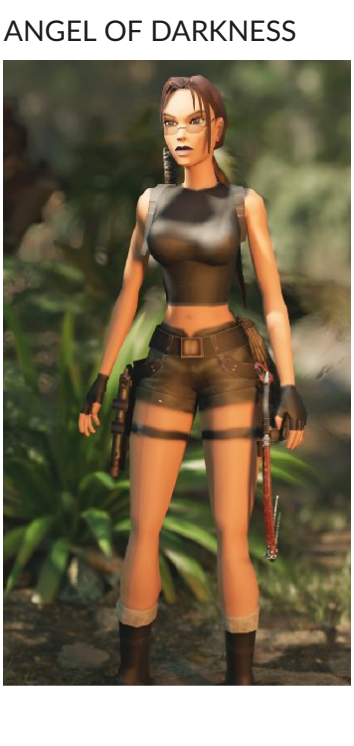
The following throwback outfits are available by default but provide no benefits outside of some sweet nostalgia and potential for lots of weird photos in Photographer Mode!



TOMB RAIDER 2



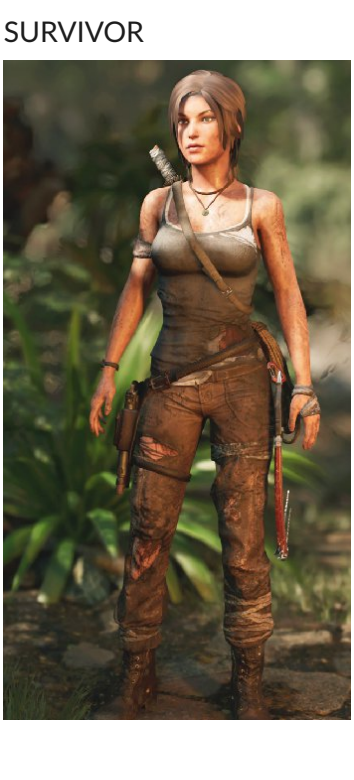
BOMBER JACKET



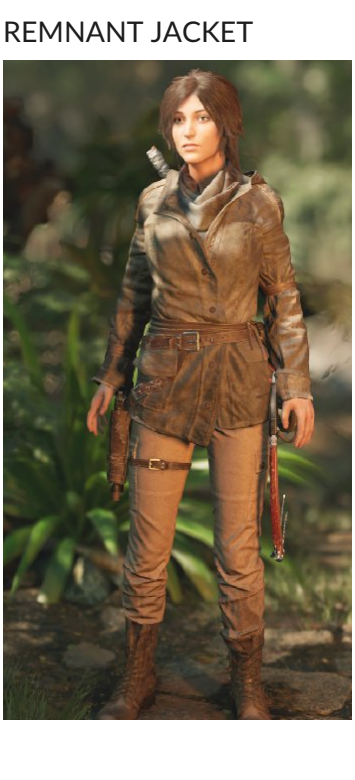
ANGEL OF DARKNESS

TOMB RAIDER / RISE OF THE TOMB RAIDER OUTFITS

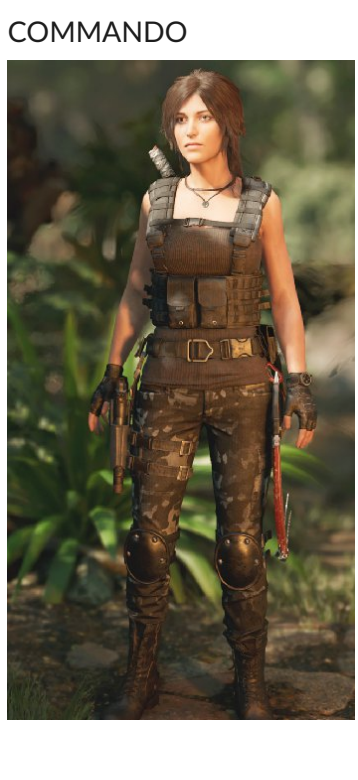
Having a **Tomb Raider** or **Rise of the Tomb Raider** save game will unlock 11 familiar full-body outfits. These outfits are cosmetic only and provide no gameplay benefits.



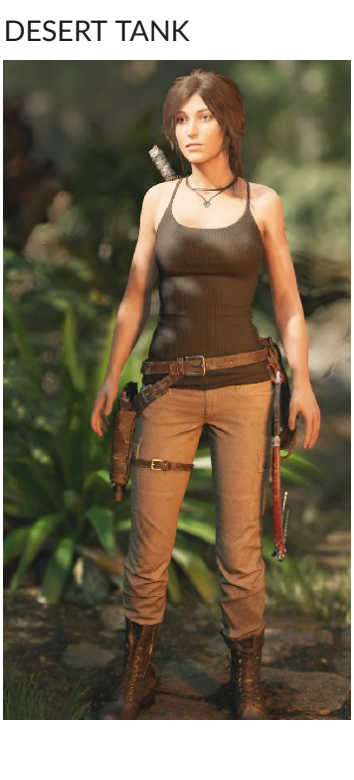
SURVIVOR



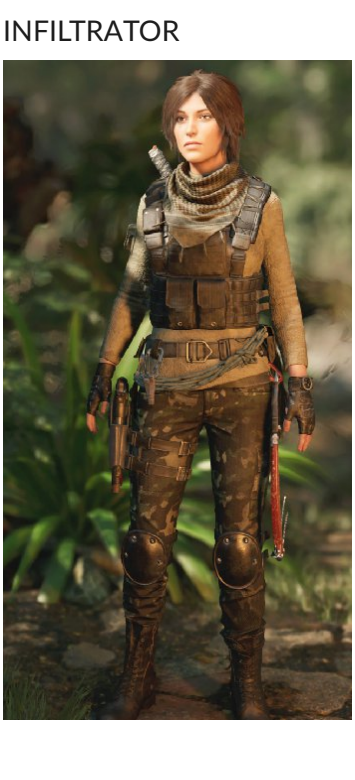
REMNANT JACKET



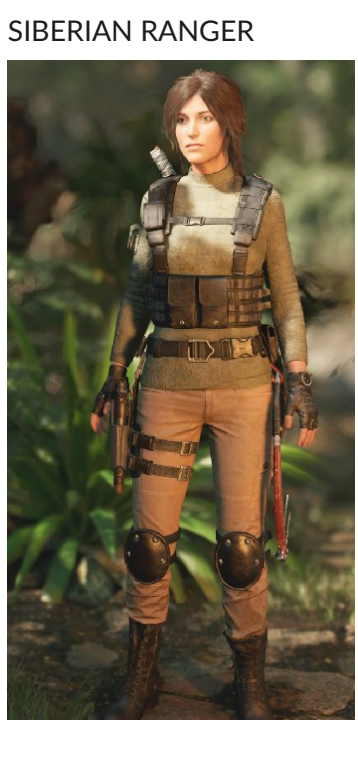
COMMANDO



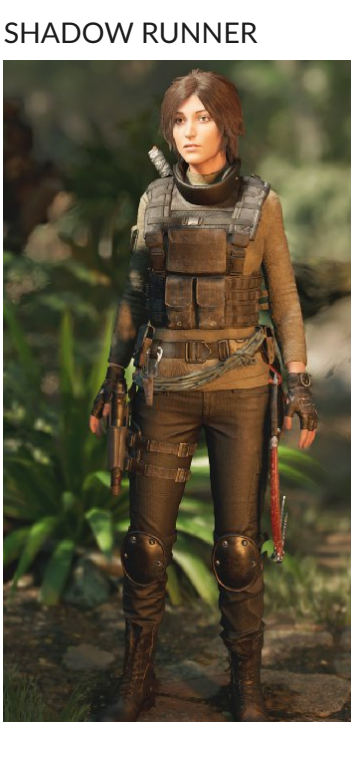
DESERT TANK



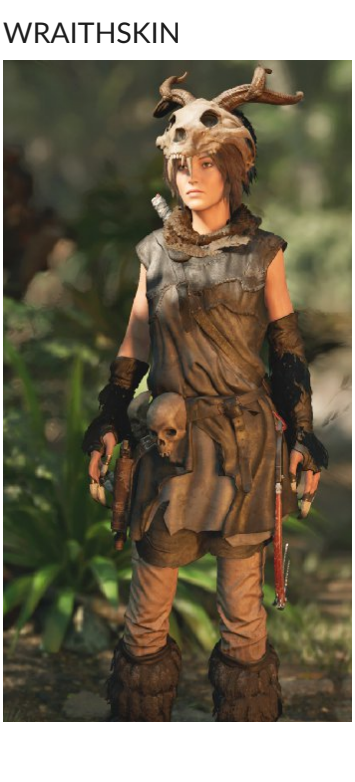
INFILTRATOR



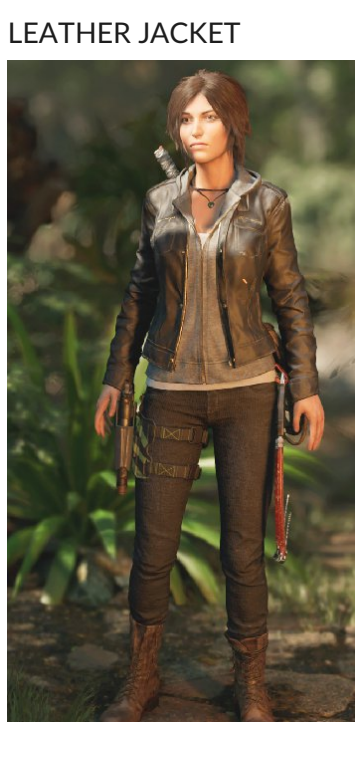
SIBERIAN RANGER



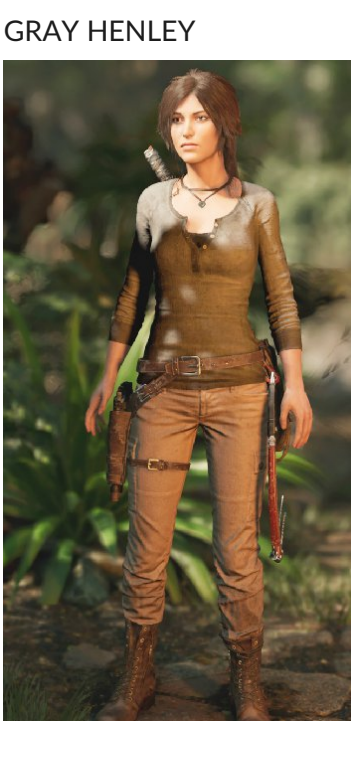
SHADOW RUNNER



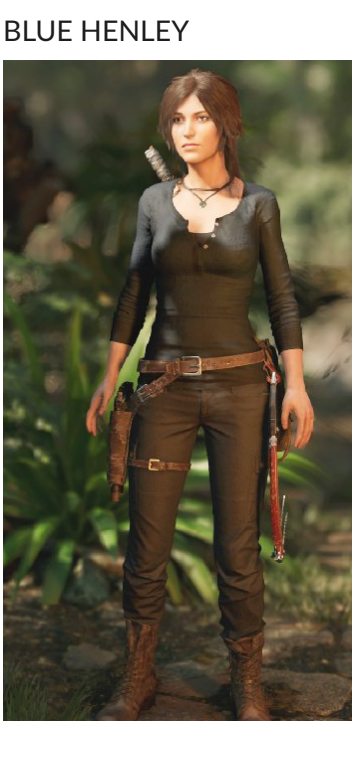
WRAITHSKIN



LEATHER JACKET



GRAY HENLEY



BLUE HENLEY

MAIN STORY PROGRESSION OUTFITS

Tactical Adventure (Torso)	Lara's default outfit.
Tactical Adventure (Legs)	Lara's default outfit.
Vest of the Empress Jaguar	Defeat the empress jaguar.
Boots of the Empress Jaguar	Defeat the empress jaguar.
Blue Heron Tunic	Reach Paititi.
Serpent Guard	Return to Paititi after Cenotes.

SIDE MISSION REWARD OUTFITS

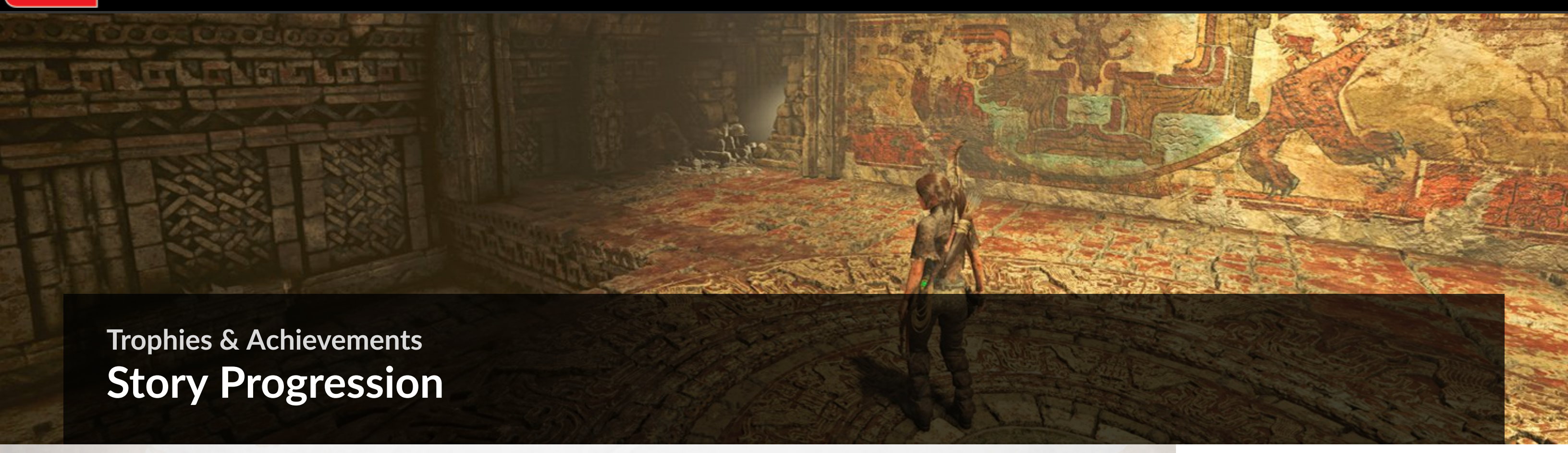
Yaway's Battle Tunic	Paititi
Ch'Amaka's Greaves	Paititi
Manko's Tunic	Paititi

CRYPT REWARD OUTFITS

Eveningstar's Cape	Peruvian Jungle
Eveningstar's Boots	Peruvian Jungle
Condor Cowl of Urqu	Kuwaq Yaku
Nine Strides' Boots	Kuwaq Yaku
Yaway's Wooden Greaves	Paititi
Greaves of Six Sky	Paititi
Ch'Amaka's War Vest	Paititi
Manko's Boots	Paititi

MERCHANT OUTFITS

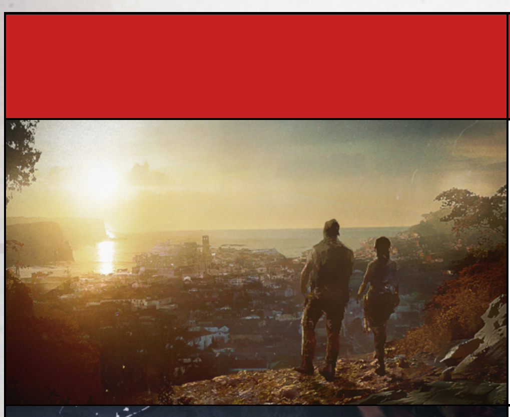
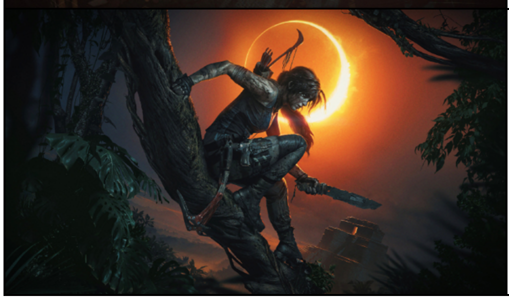
Hide Boots of Urqu	Kuwaq Yaku
Nine Strides' Hide	Kuwaq Yaku
Mantle of Six Sky	Paititi
Kantu's Boots	Paititi
Crimson Huntress	Outcast Merchant, Paititi
Quenti Palla's Mantle	Kuwaq Yaku (New Game+)
Quenti Palla's Greaves	Kuwaq Yaku (New Game+)
Ozcollo's Tunic	Kuwaq Yaku (New Game+)
Ozcollo's Greaves	Kuwaq Yaku (New Game+)
Three Fangs' Tunic	Kuwaq Yaku (New Game+)
Three Fangs' Greaves	Kuwaq Yaku (New Game+)



Trophies & Achievements

Story Progression

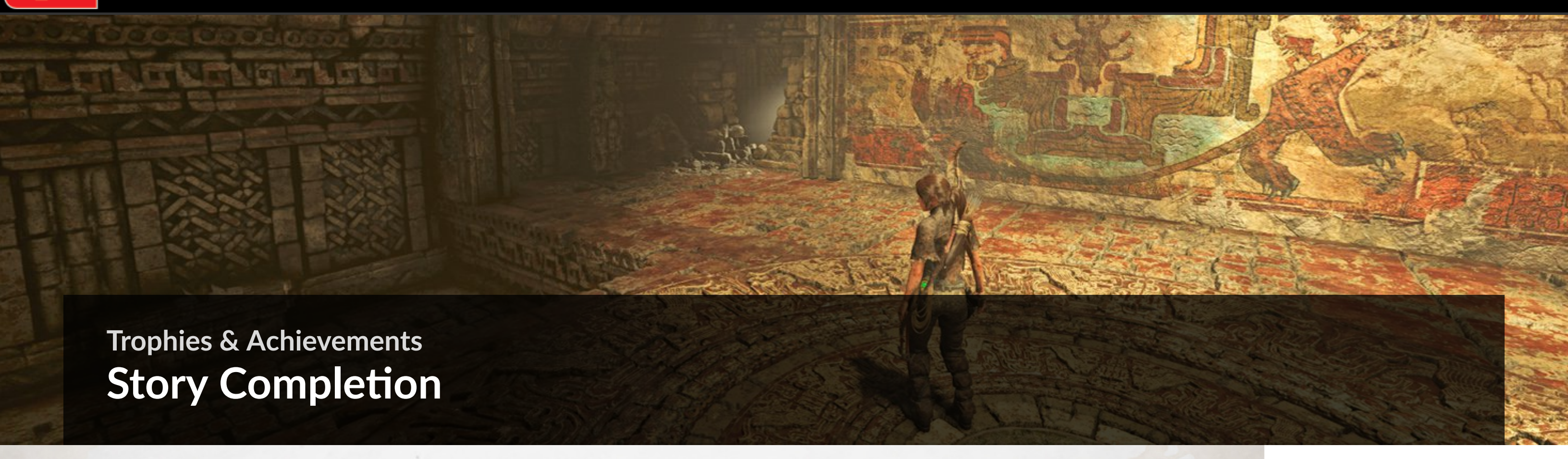
The following 14 Trophies/Achievements are earned as you progress through the story.

	TROPHY/ ACHIEVEMENT	DESCRIPTION	PS4 TROPHY	XBOX GAMER POINTS
	Path of the Stars	Decipher the Path of the Stars.	Bronze	15
	Día de Muertos	Remove the dagger from the Temple of the Moon.	Bronze	15
	Recipe for Disaster	Survive the flood.	Bronze	15
	Survival Instincts	Defeat the empress jaguar.	Bronze	15
	Fire of Life	Enter the Temple of Life's inner chamber.	Bronze	15
	The Hidden City	Find Paititi.	Bronze	15
	The Underworld	Get out of the Cenotes alive.	Bronze	15
	Family Ties	Free Unuratu from prison.	Bronze	15
	Heart of the Serpent	Find the Mission of San Juan.	Bronze	15
	The Chosen One	Find the Silver Box of Ixchel.	Bronze	15
	Back to Where We Started	Return to Paititi.	Bronze	15
	Queen of the Damned	Make an unlikely ally.	Bronze	50
	Quite the Adventure	Finish the main storyline.	Bronze	100

NEW HEIGHTS

TROPHY: BRONZE GAMER POINTS: 5

Complete a climb after finding the Overhang Climbing Gear. This is earned as you progress through the story in Cenotes.



Trophies & Achievements

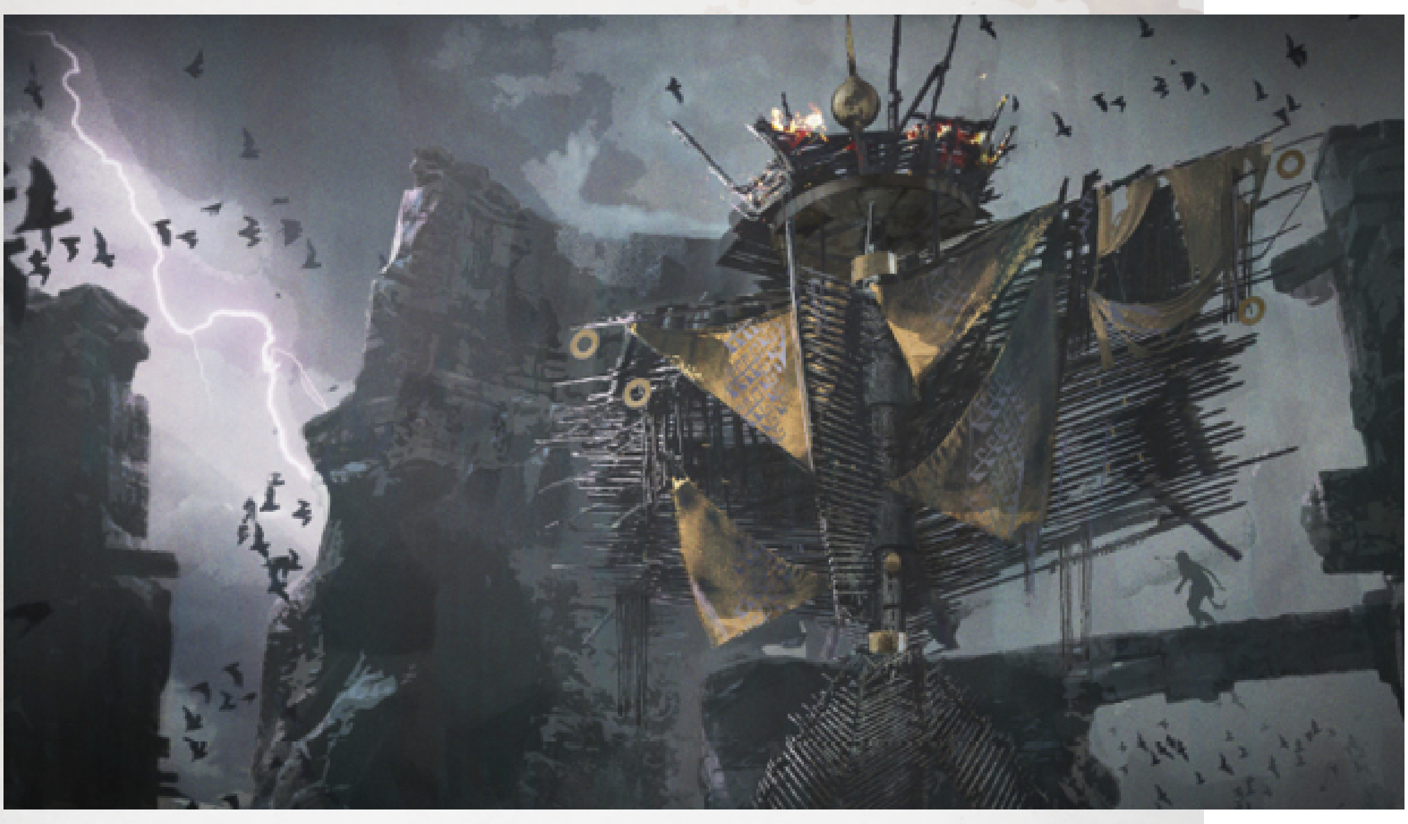
Story Completion

Completing the game on each of the four difficulties earns a separate Trophy/Achievement. Easier awards are earned automatically along with the higher-difficulty ones. Earn Deadly Obsession to unlock all four with one playthrough.

SMART AND RESOURCEFUL

TROPHY: BRONZE GAMER POINTS: 15

Complete Shadow of the Tomb Raider on Smart and Resourceful difficulty.



RITE OF PASSAGE

TROPHY: BRONZE GAMER POINTS: 15

Complete Shadow of the Tomb Raider on Rite of Passage difficulty. This requires a mostly Normal difficulty setting. It's possible to have combat, exploration, or puzzle set to Easy.

ONE WITH THE JUNGLE

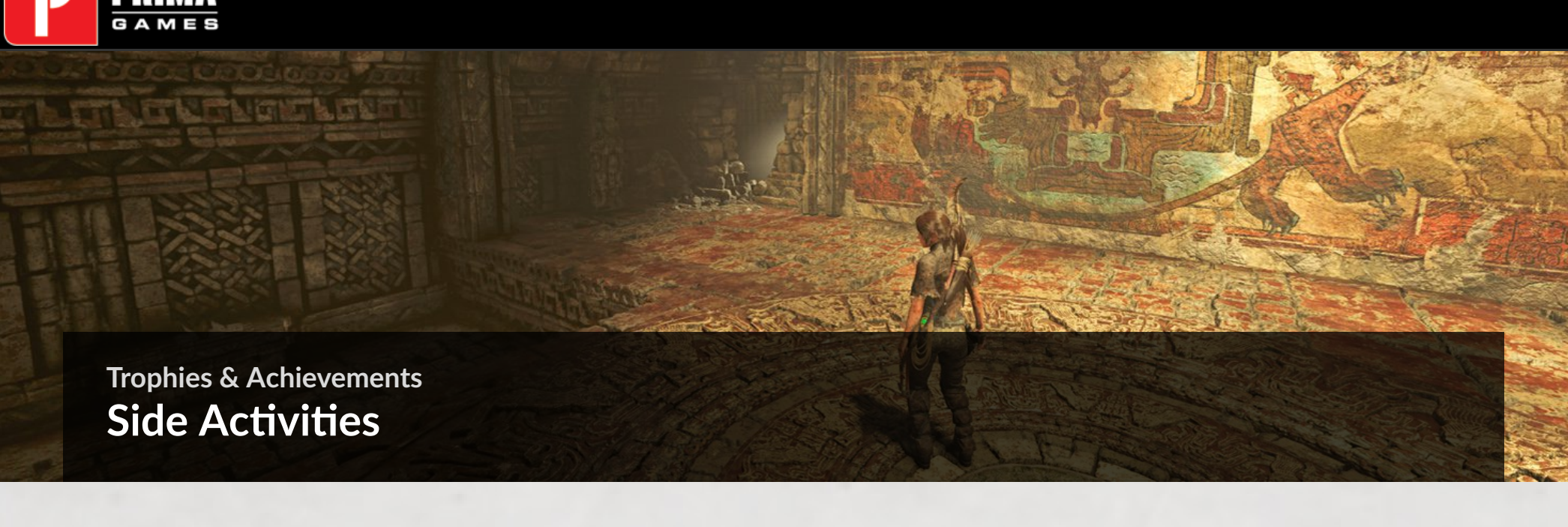
TROPHY: BRONZE GAMER POINTS: 15

Complete Shadow of the Tomb Raider on One with the Jungle difficulty. If you have trouble in combat, exploration, or puzzles, remember one of these can be set to Normal, while keeping the One with the Jungle difficulty.

DEADLY OBSESSION

TROPHY: BRONZE GAMER POINTS: 15

Complete Shadow of the Tomb Raider on Deadly Obsession difficulty. Put your skills to the test on the toughest difficulty. Combat, exploration, and puzzle must all be set to Very Hard, and the difficulty cannot be changed. You may only save at Base Camps; you get no Survival Instincts, absolutely no hints, and the toughest enemies in the game. Enjoy!



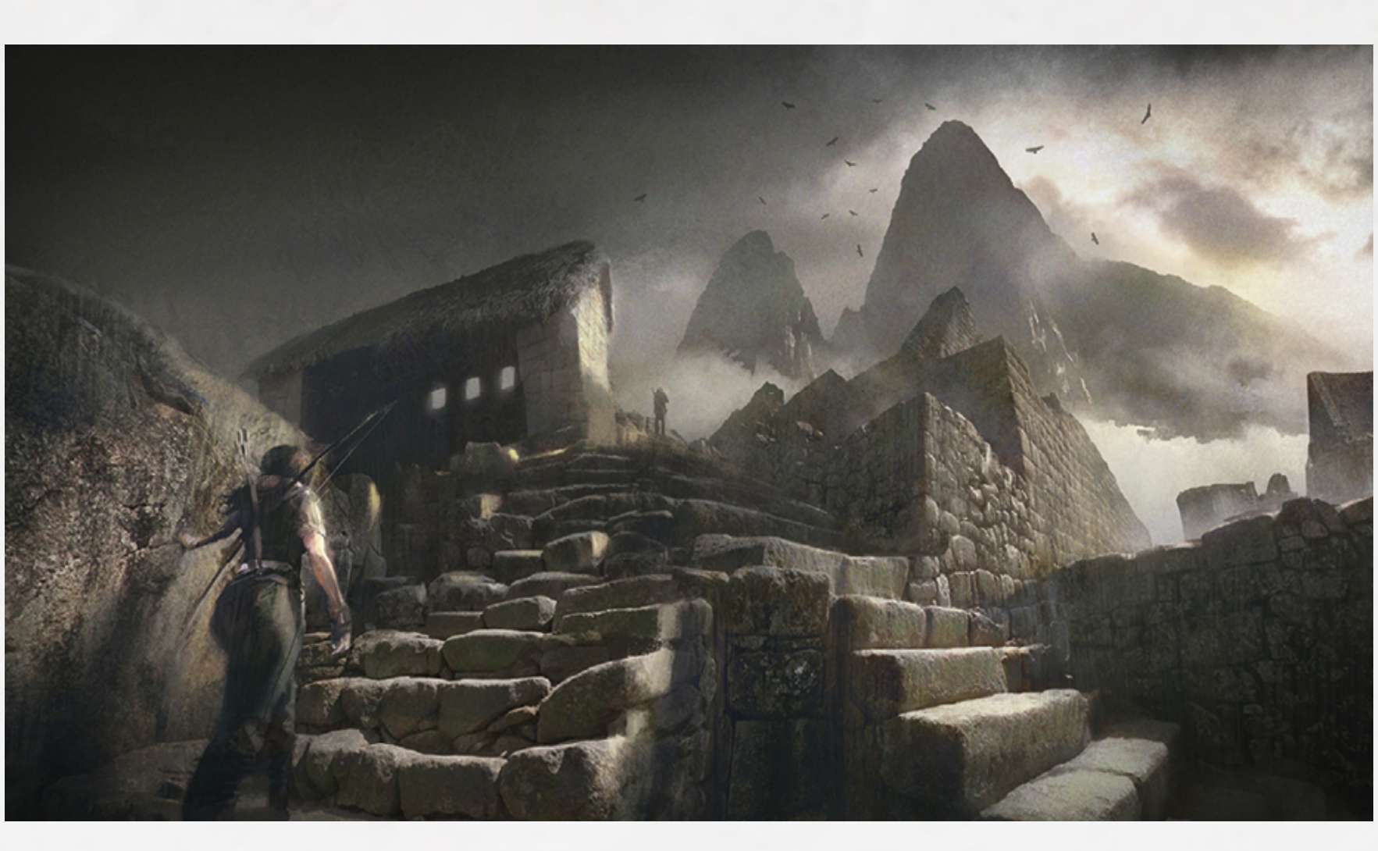
Trophies & Achievements

Side Activities

HELP THY NEIGHBOR

TROPHY: SILVER GAMER POINTS: 50

Complete a side mission. A side mission in Kuwaq Yaku allows completion of this Achievement fairly early. Refer to the Kuwaq Yaku section of our walkthrough for full details



GOOD SAMARITAN

TROPHY: BRONZE GAMER POINTS: 10

Complete eight side missions. There are eight total side missions: one in Kuwaq Yaku, eleven in Paititi, and another in Mission of San Juan. Refer to our walkthrough for Mission Giver locations and details for each quest.

UNWELCOME GUESTS

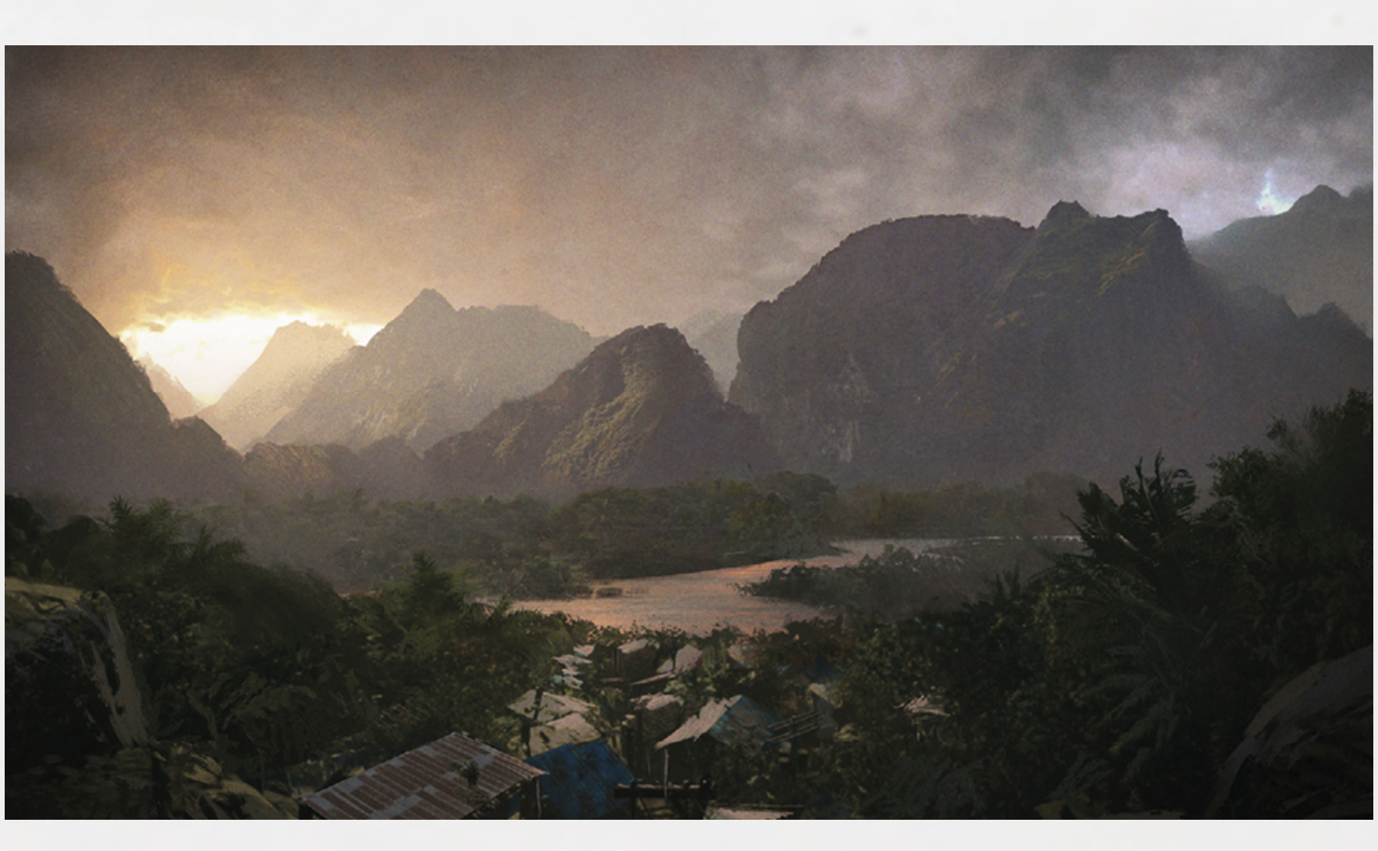
TROPHY: BRONZE GAMER POINTS: 25

Get rid of the pillagers outside of Kuwaq Yaku. Follow the row of buildings along the river in Kuwaq Yaku to find a man in need of assistance. The side mission sends you into the nearby woods, where pillagers threaten the villagers.

HEARTS AND MINDS

TROPHY: BRONZE GAMER POINTS: 20

Retrieve Manko's Necklace. Talk to Uchu on your first visit to Paititi to begin the "Draw Weight Heavily" side mission. Complete it to unlock "Draw Weight Heavily - Hearts and Minds." Navigate the cistern and loot the sarcophagus to find the necklace.



I BELIEVE HAKAN FLY

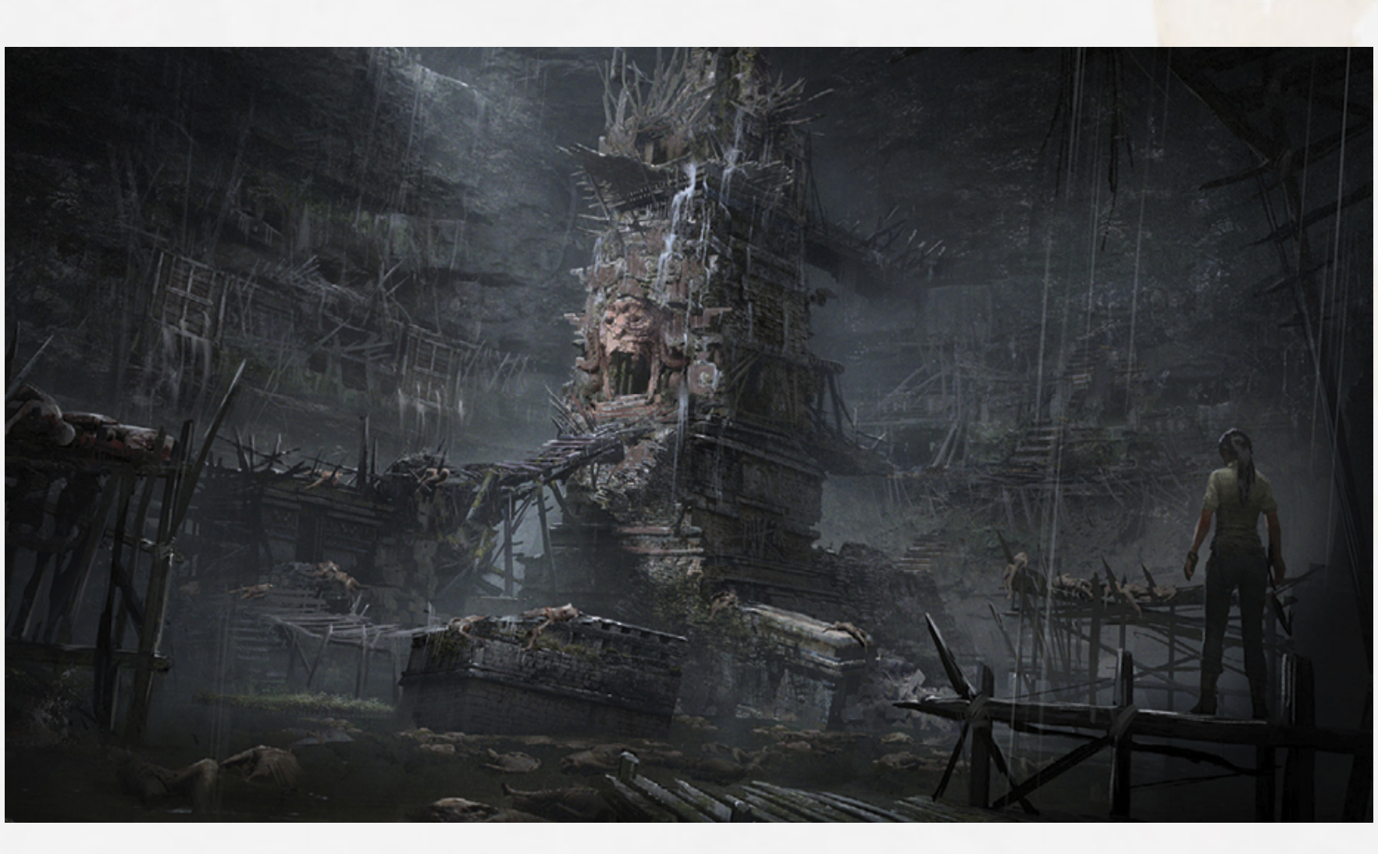
TROPHY: BRONZE GAMER POINTS: 25

Rescue Hakan from the cultists. During the second visit to Paititi, Lara makes her way into Upper Paititi. There, a side mission automatically begins as you progress through the objectives. Complete the mission by freeing Hakan from the prison.

BEAST OF LEGEND

TROPHY: BRONZE GAMER POINTS: 25

Defeat the Nahual. Nahual is fought as part of the side mission "Draw Weight Heavily - The Champion's Bow" in Paititi. You must complete Uchu's first two steps of this side mission, "The King's Horn" and "Hearts and Minds." These are available when you first visit Paititi. "The Champion's Bow" isn't available until you return to Skull Cave in Paititi after completing Mission of San Juan.



UP TO THE CHALLENGE

TROPHY: BRONZE GAMER POINTS: 10

Complete five challenges. Challenges are region-specific objectives, which must be discovered before appearing on the Status screen. All 14 challenges are listed in the following table. Refer to the walkthrough for more information.

REGION	CHALLENGE
Cozumel Ruins	Whistle in the Dark
Peruvian Jungle	Flower Picker
	Ruffled Feathers
Croft Manor (Peruvian Jungle)	Bullseye
Kuwaq Yaku	Crude Awakenings
	Bottom Feeder
	Nam Deus
The Hidden City	High Diving
	Keep Calm and Carrion
	Dropping Decimals
	Changing the Weather
	Speaker of the Dead
	Dunkin' Bones
Mission of San Juan	Raise the Flags

STELE HUNTER

TROPHY: BRONZE GAMER POINTS: 20

Complete three challenge tombs. Two challenge tombs in Peruvian Jungle and a third in Kuwaq Yaku mean this award can be unlocked before you find the Hidden City.

TOMB RAIDER

TROPHY: SILVER GAMER POINTS: 50

Complete all challenge tombs in the main campaign. There are nine challenge tombs in all: two in Peruvian Jungle, one in Kuwaq Yaku, three in Hidden City, one in Cenotes, and two in Mission of San Juan. Refer to our walkthrough for their entrances, maps, and full step-by-step directions.

RESTING PLACES

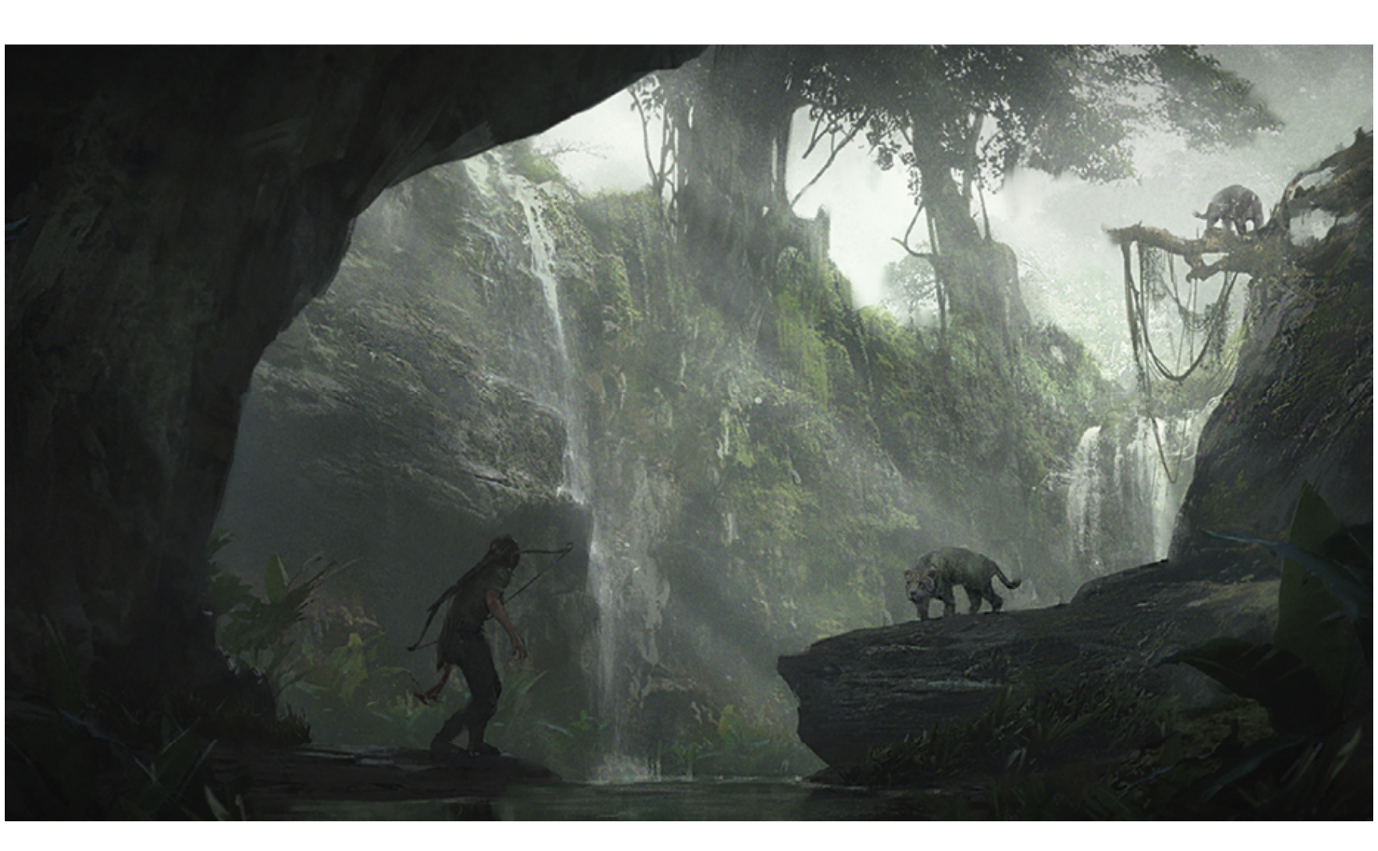
TROPHY: BRONZE GAMER POINTS: 10

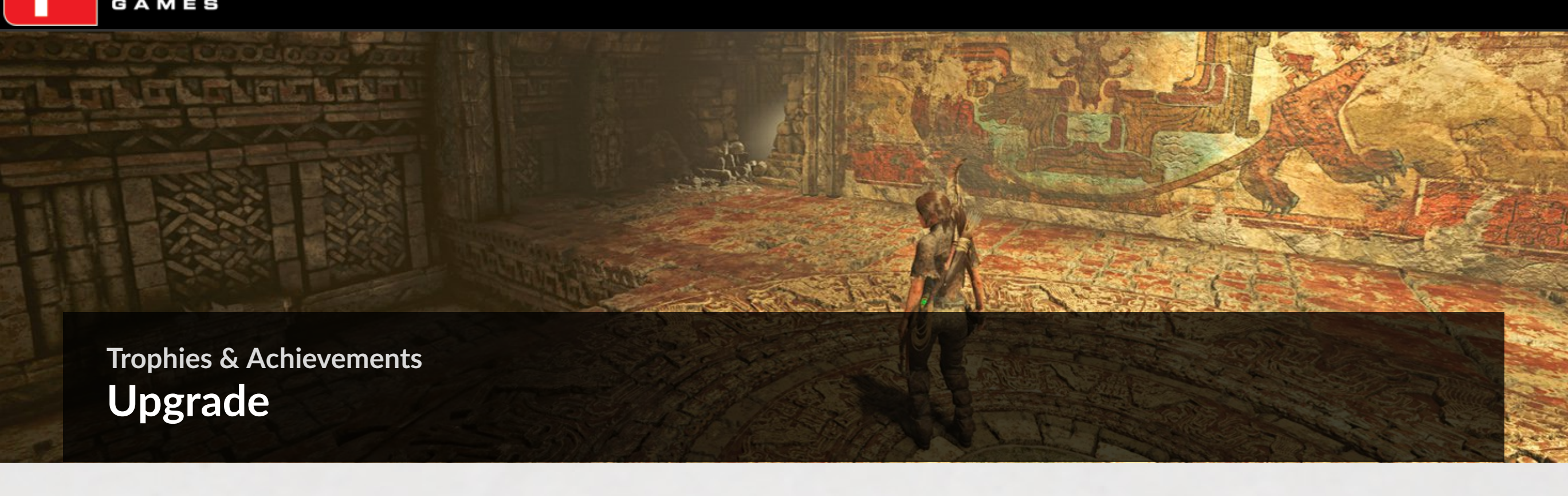
Uncover three crypts' secrets. Two crypts are available as early as Peruvian Jungle, and a third can be explored in Kuwaq Yaku. Find the sarcophagi inside these three crypts, or another three. All nine crypts are covered in the walkthrough chapters.

LEGENDARY HUNTER

TROPHY: BRONZE GAMER POINTS: 20

Hunt and loot five rare animals. Hunting grounds are outside the villages of Kuwaq Yaku, Paititi, and Mission of San Juan. While numerous common animals can be hunted in these areas, sometimes you encounter an exotic animal such as the empress jaguar or black wolf. Hunt the wildlife and loot the rare hides and feathers.





UNTOLD RICHES

TROPHY: BRONZE GAMER POINTS: 10

Gather 40 gold ore. Gold ore is a rare resource found in veins inside caves and occasionally lying on the ground. Your first encounter with the resource is inside the Maya temple in Cozumel. Sell the resource to Merchants for gold pieces.

ASKING PRICE

TROPHY: BRONZE GAMER POINTS: 10

Buy an item from a Merchant. Merchants are found in Kuwaq Yaku, Paititi, and the Mission of San Juan. These shops sell weapons, weapon attachments, outfits, ammo pouches, ammo, resources, and unique equipment in exchange for gold pieces. Simply purchase one item to complete this objective.

BETTER EQUIPPED

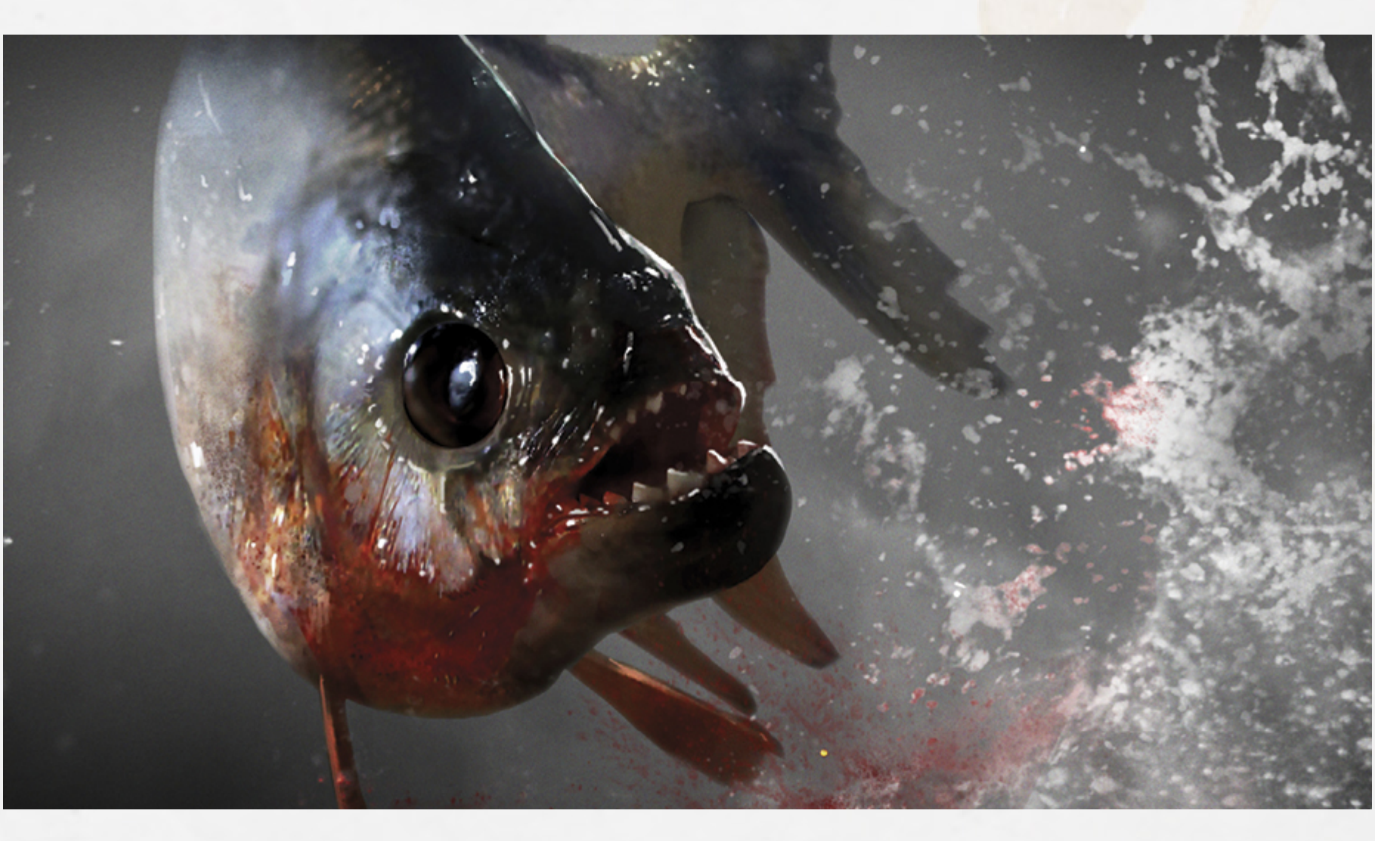
TROPHY: BRONZE GAMER POINTS: 10

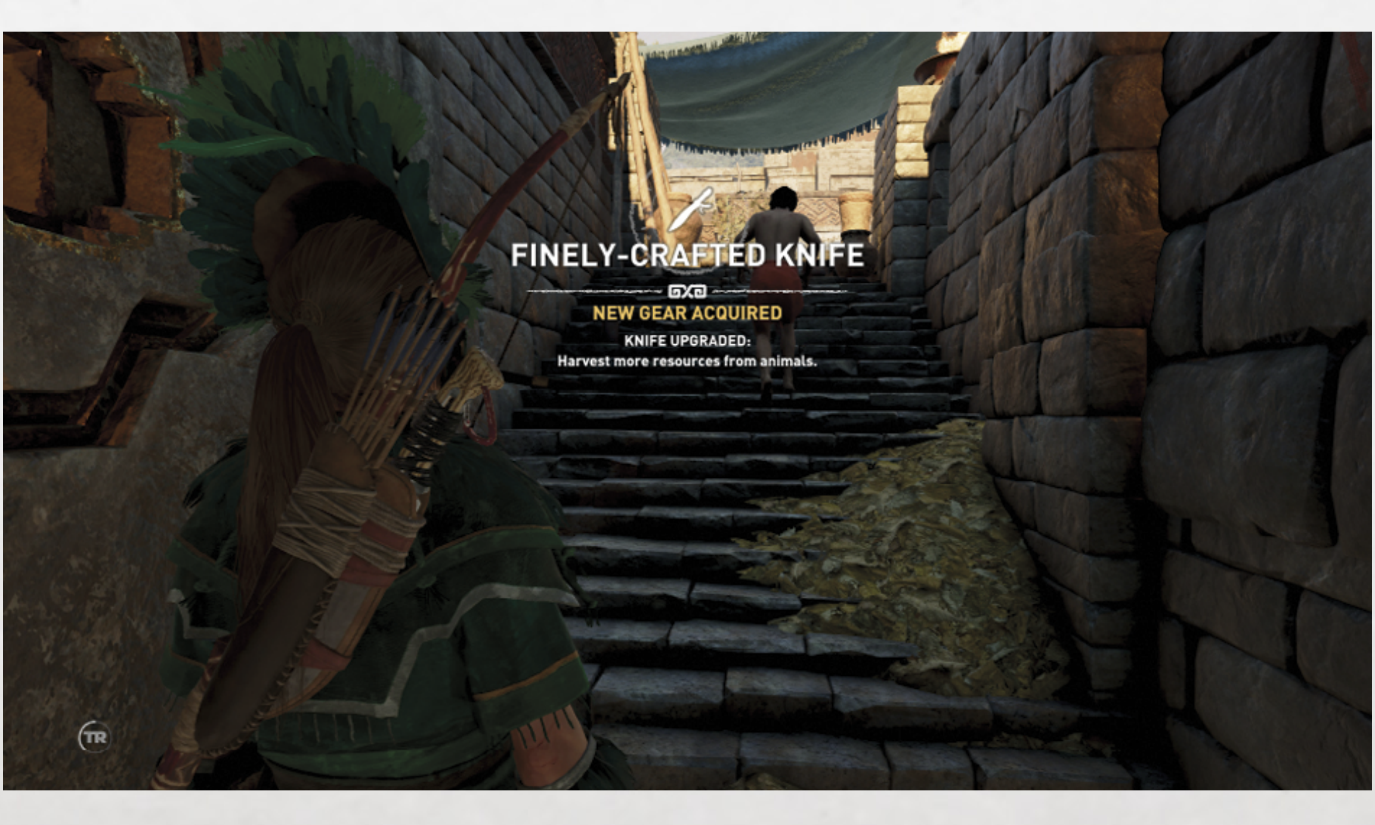
Get three pieces of equipment. Purchase or find three pieces of equipment. Weapons, outfits, and gear are available from Merchants, and rewarded for completing certain objectives.

THAT'S A KNIFE!

TROPHY: BRONZE GAMER POINTS: 15

Fully upgrade the knife. Complete the "Collateral Damage - Stay of Execution" side mission and purchase Knife Upgrade from the right Paititi Merchant to fully upgrade your knife. The upgrades allow you to bypass braided-rope barriers and gather more resources from harvested animals.





FINELY-CRAFTED KNIFE

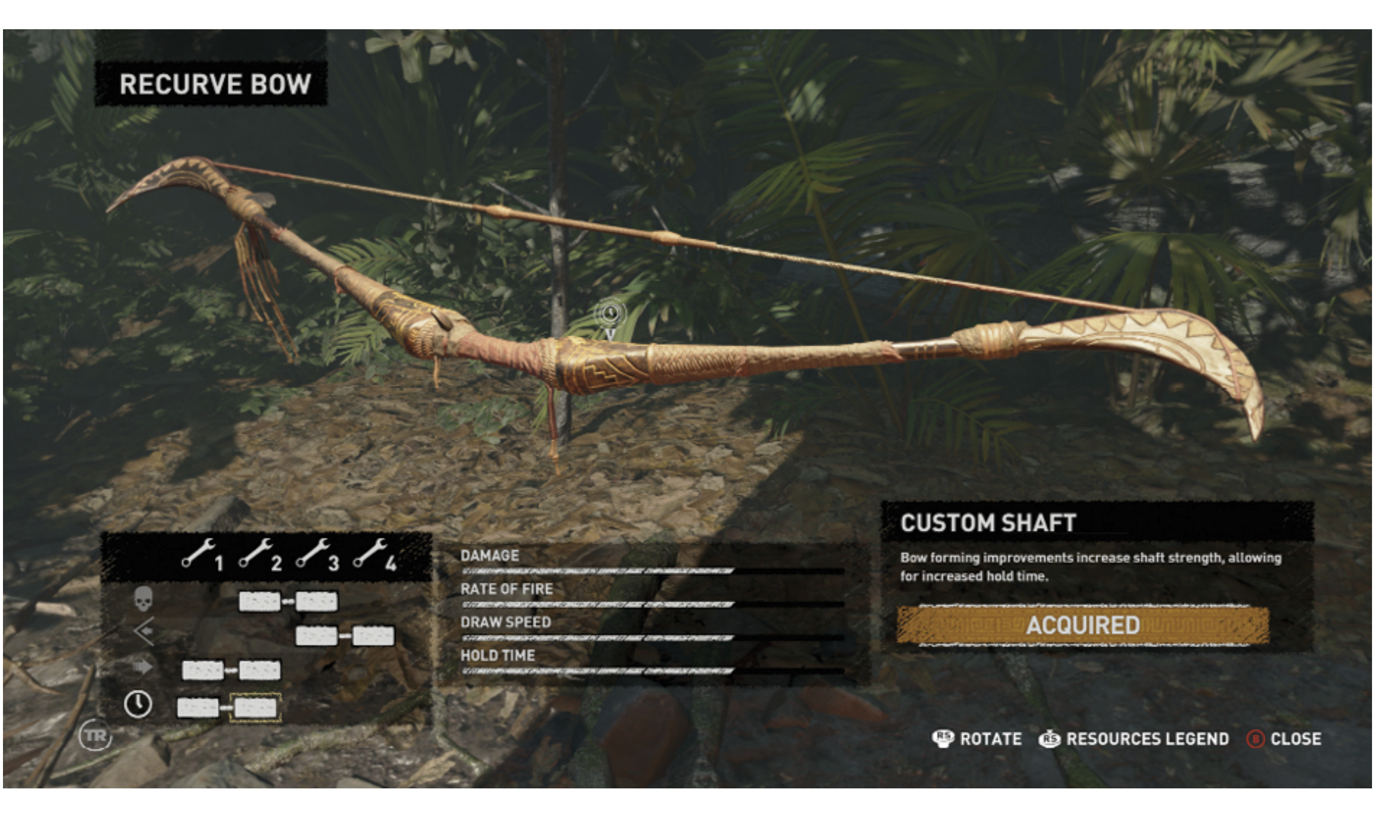
NEW GEAR ACQUIRED

KNIFE UPGRADED:
Harvest more resources from animals.

MAKESHIFT ARSENAL

TROPHY: BRONZE GAMER POINTS: 15

Fully upgrade a weapon. Use resources at Base Camps to complete the upgrade tree for any bow, handgun, rifle, or shotgun.



Bow forming improvements increase shaft strength, allowing for increased hold time.

TO THE NINES

TROPHY: BRONZE GAMER POINTS: 10

Restore and equip a matching Vestige outfit. Vestige outfits are earned by completing crypts and purchased from Merchants. After you find upper and lower outfit pieces, they must be crafted at any Base Camp. The two crypts in the Peruvian Jungle offer the first Vestige outfit, Eveningstar's Boots and Cape. Loot the two sarcophagi, craft the two items at a Base Camp, and equip the outfit.

THREAD THE PAST

TROPHY: BRONZE GAMER POINTS: 10

Restore five Vestige outfit pieces. Find the two Vestige outfit pieces hiding in the crypts mentioned previously, purchase two more from the Kuwaq Yaku Merchant, and find a fifth piece in a crypt near the same village. Restore all five pieces at a Base Camp to score this Achievement before leaving the first village.

FIRST STEPS

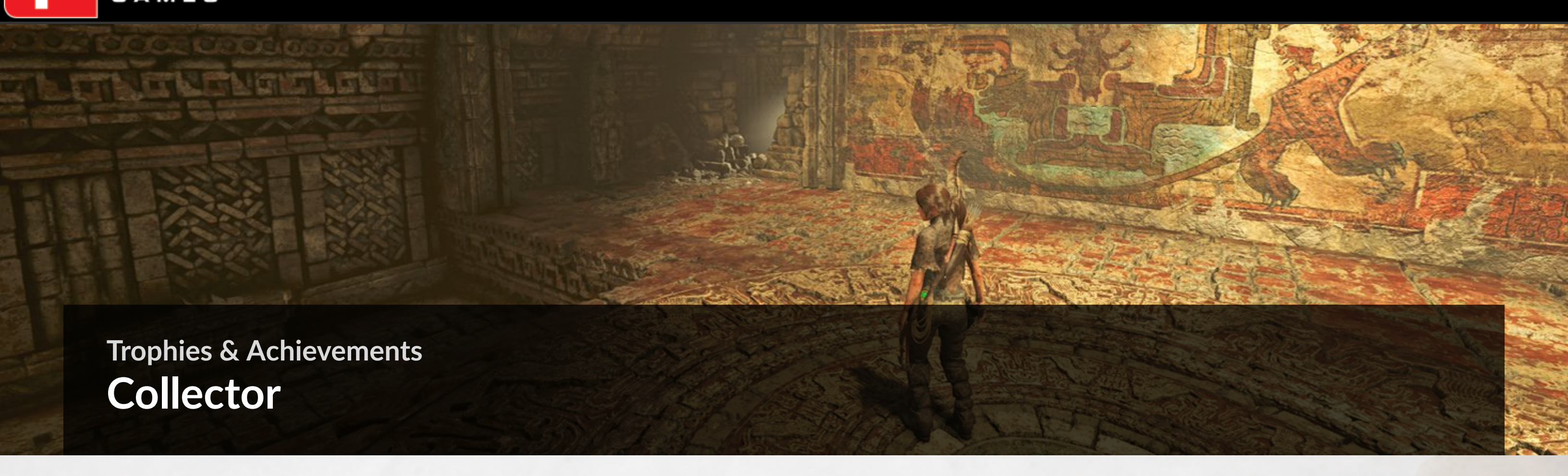
TROPHY: BRONZE GAMER POINTS: 5

Purchase a Skill. As you complete objectives, you earn XP. As you accumulate certain amounts of XP, Skill Points are awarded. Spend points at Base Camps to purchase Skills.

SPECIALIZED

TROPHY: BRONZE GAMER POINTS: 15

Earn all Skills in one category. There are three categories of Skills: Seeker, Warrior, and Scavenger. Complete one of these specializations to earn this Trophy/Achievement. Note that a number of Skills are provided when you find steles during the campaign and in challenge tombs.



Trophies & Achievements

Collector

ARCHAEOLOGIST

TROPHY: BRONZE GAMER POINTS: 5

Complete an Artifact Collection. Each Artifact is associated with a story, which is represented on the Artifacts screen. Progress for each collection can be viewed on this screen.

DR. CROFT

TROPHY: BRONZE GAMER POINTS: 25

Complete all Artifact Collections. There are 35 collections of Artifacts. View the Artifacts screen to assess your progress.

UNDERWATER ARCHAEOLOGIST

TROPHY: BRONZE GAMER POINTS: 15

Collect five underwater Artifacts. Some relics sit at the bottoms of waterways. Simply dive down to these treasures and loot the containers. The first underwater Artifact is in the Cozumel ruins.

TREASURES FROM THE PAST

TROPHY: BRONZE GAMER POINTS: 10

Decipher a Monolith. Monoliths are found throughout your adventure. Lara must improve one of three Ancient Dialects to translate the writings on the Monolith. Once the required level is reached in the indicated dialect, a clue is given to the location of buried riches. On the in-game map, highlight the Monolith to view the clue and the approximate location of the treasure.

TREASURE HUNTER

TROPHY: BRONZE GAMER POINTS: 10

Find and open all the conquistador treasure chests. Find Pisco the Dead during the "Skill of the Player - Dice with the Dead" side mission to unlock the "Skill of the Player - Cast Out" mission. Complete this mission to find the special Merchant, Moraekah. She sells the Lockpick for 2800 gold, which allows you to unlock seven treasure chests hidden around the regions. These containers are marked on our region maps and are covered in the Post Game chapter of the walkthrough.

ZOOLOGIST

TROPHY: BRONZE GAMER POINTS: 10

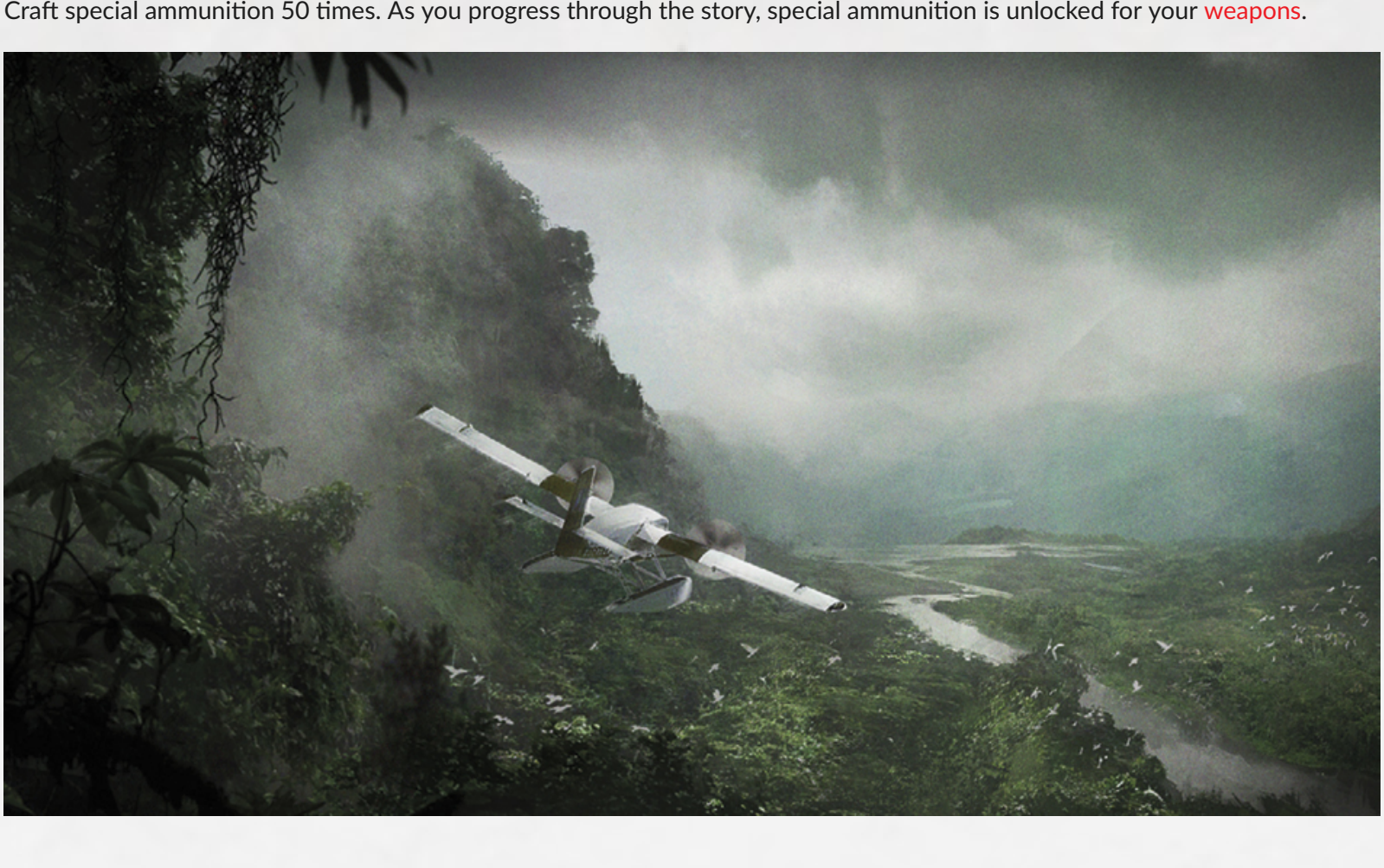
Collect 20 critters. Purchase the Owl's Meal Skill to gain the ability to harvest dart poison and venom from beetles and spiders, which are used to craft lure arrows and poison grenades.

Combat

ON THE GO

TROPHY: BRONZE GAMER POINTS: 10

Craft special ammunition 50 times. As you progress through the story, special ammunition is unlocked for your weapons.

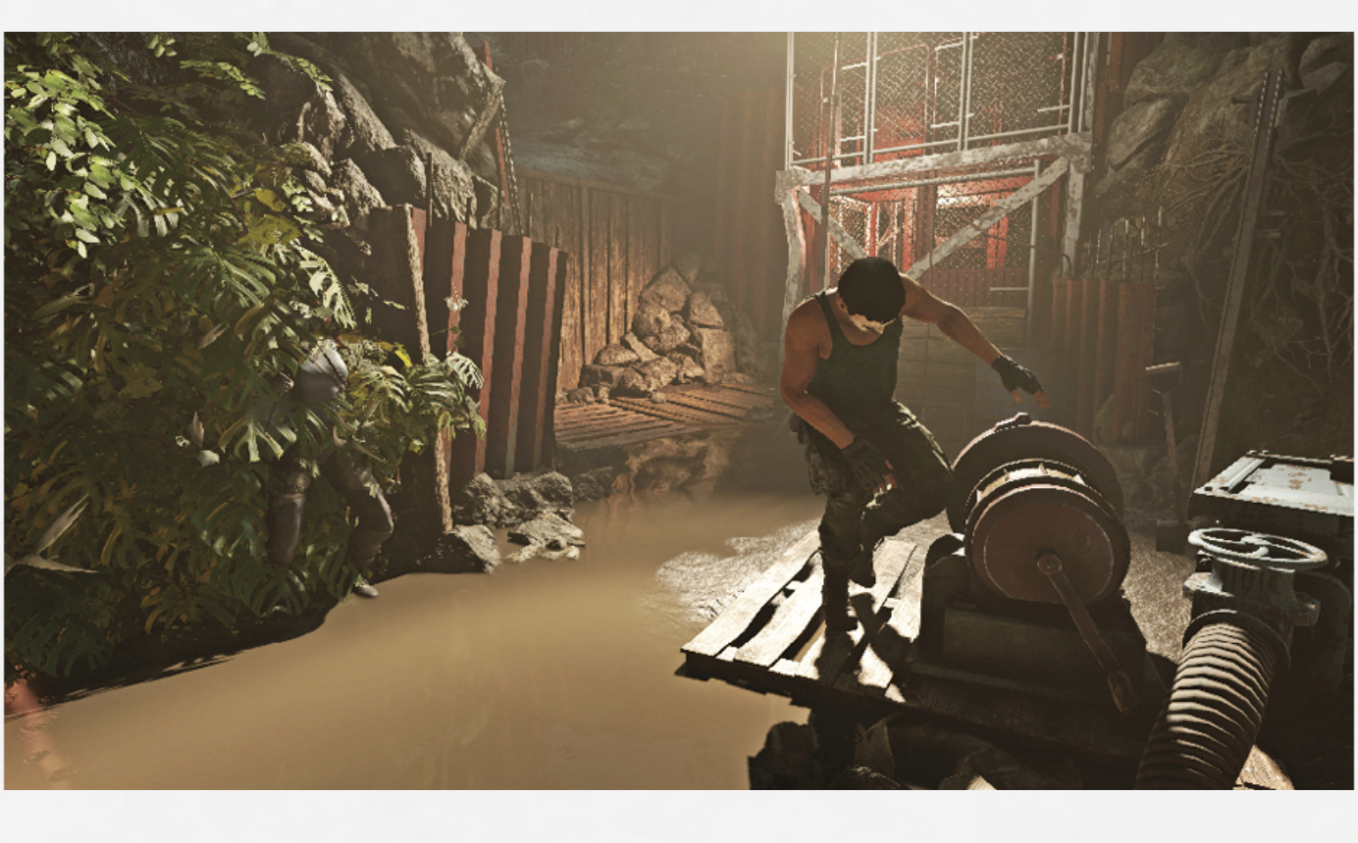


SPECIAL AMMO	WEAPON	HOW TO UNLOCK
Fire Arrows	Bow	Unlocked with bow in Peruvian Jungle.
Flare Rounds	Handgun	Purchase Serpent's Glint Skill.
Poison Grenades	Rifle	Purchase Viper's Venom Skill.
Lure Arrows	Bow	Purchase Viper's Lure Skill.
Concussion Rounds	Shotgun	Unlocked with shotgun in Cenotes.
Fear Arrows	Bow	The Jaguar's Fear Skill is learned as you progress through the story in Porvenir Oil Fields.

LIKE A SHADOW

TROPHY: BRONZE GAMER POINTS: 15

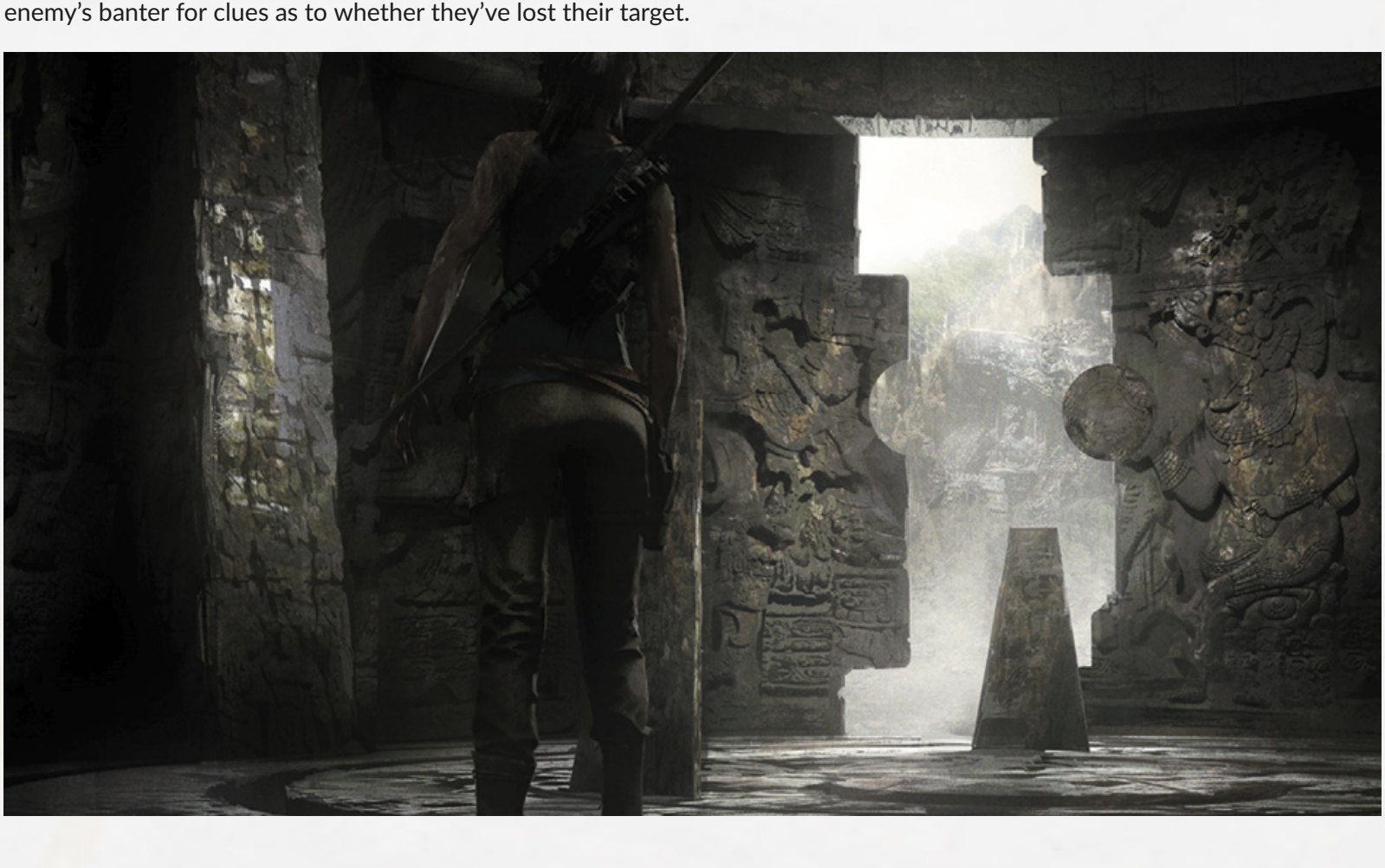
Perform stealth takedowns on 25 enemies. Most encounters in Shadow of the Tomb Raider allow for a stealth approach, with extra XP earned for stealth kills. For a simpler time against Trinity forces, make stealth your first choice whenever possible. Approach an enemy from behind until the Melee Attack button appears above his head, then perform a stealth takedown to quietly take him down. In our walkthrough coverage, we often offer a stealth approach to encounters.



LAST KNOWN POSITION

TROPHY: BRONZE GAMER POINTS: 10

Lose the enemy 10 times. Even after you've been spotted by an enemy and he begins to attack, it's often possible to escape his sight and return to a stealth battle. Sprint around obstacles and through vegetation as you flee the opposition. Listen to the enemy's banter for clues as to whether they've lost their target.



FIRST BLOOD

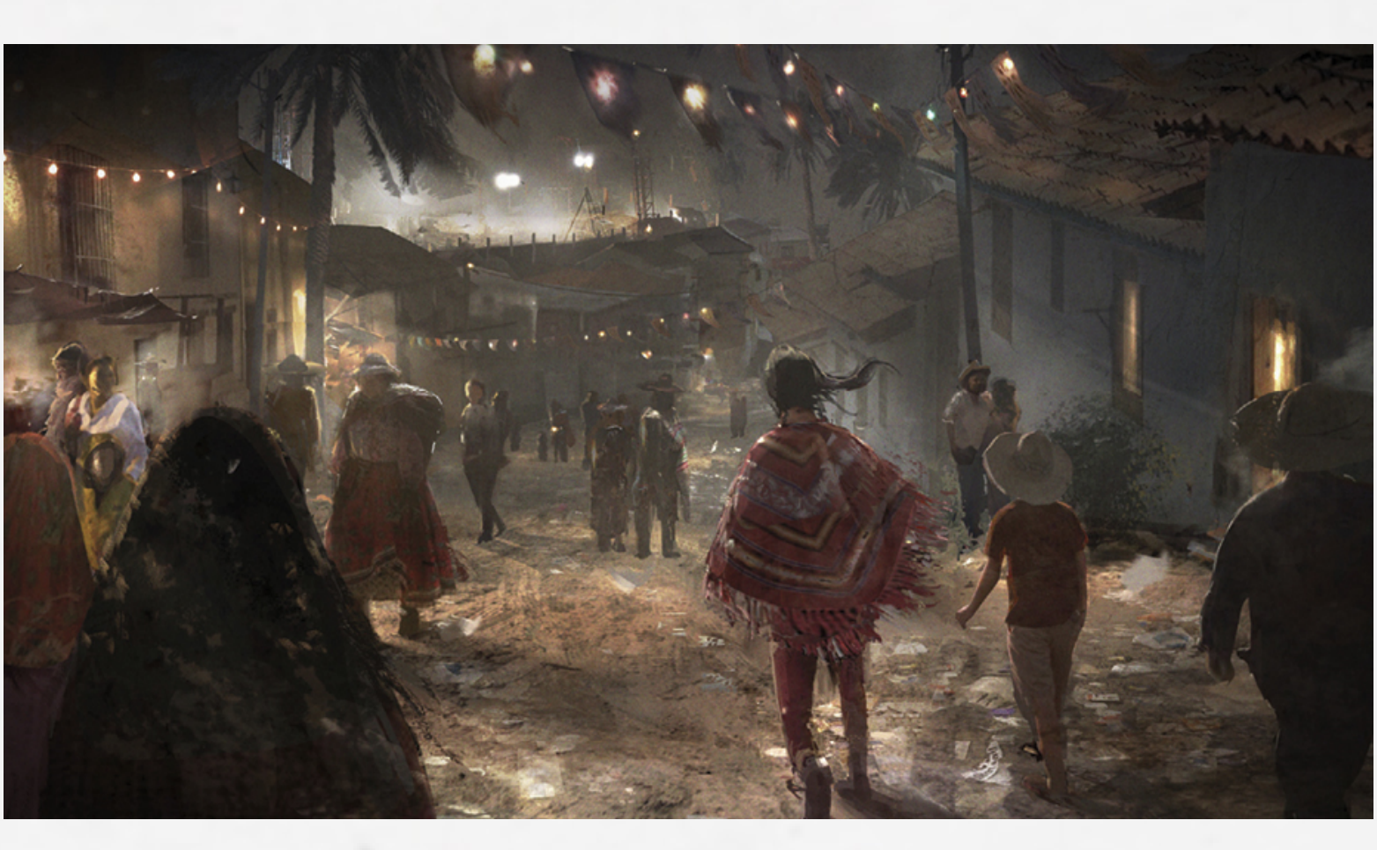
TROPHY: BRONZE GAMER POINTS: 10

Perform a stealth takedown from a mud-covered wall. Keep an eye out for mud patches in the Peruvian Jungle. Lathering up with mud allows you to hide against the mud-covered walls. The fact that it also negates the ability of thermal goggles to spot you in vegetation is a nice bonus. Wait for an enemy to get within range, and perform a stealth kill from cover.

MARKSMAN

TROPHY: BRONZE GAMER POINTS: 15

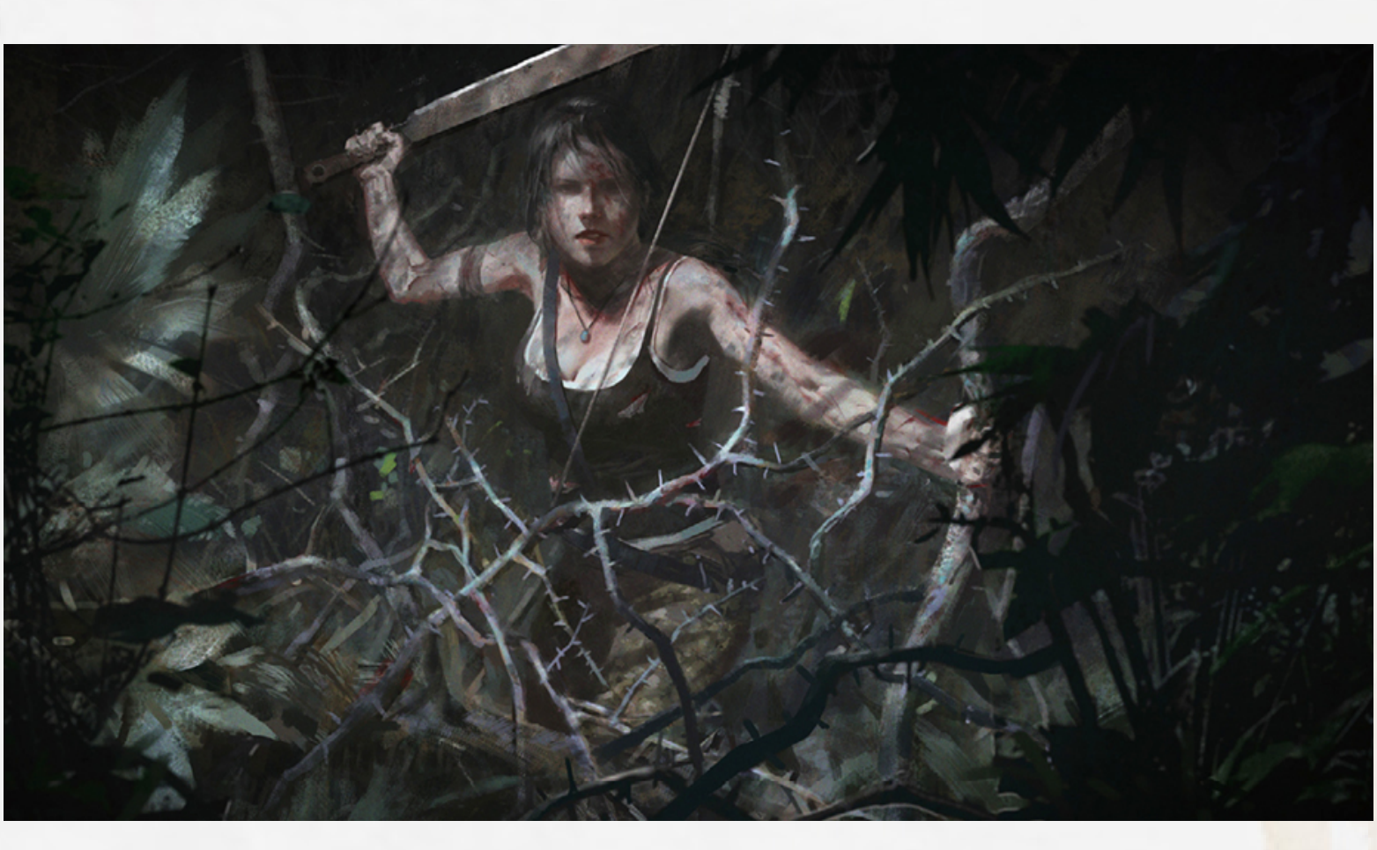
Perform 20 headshots with the bow. A headshot against an enemy without a helmet kills in one shot and doesn't attract extra attention. It's a great way to eliminate a ranged foe; just be sure he isn't being watched.



SIXTH SENSE

TROPHY: BRONZE GAMER POINTS: 10

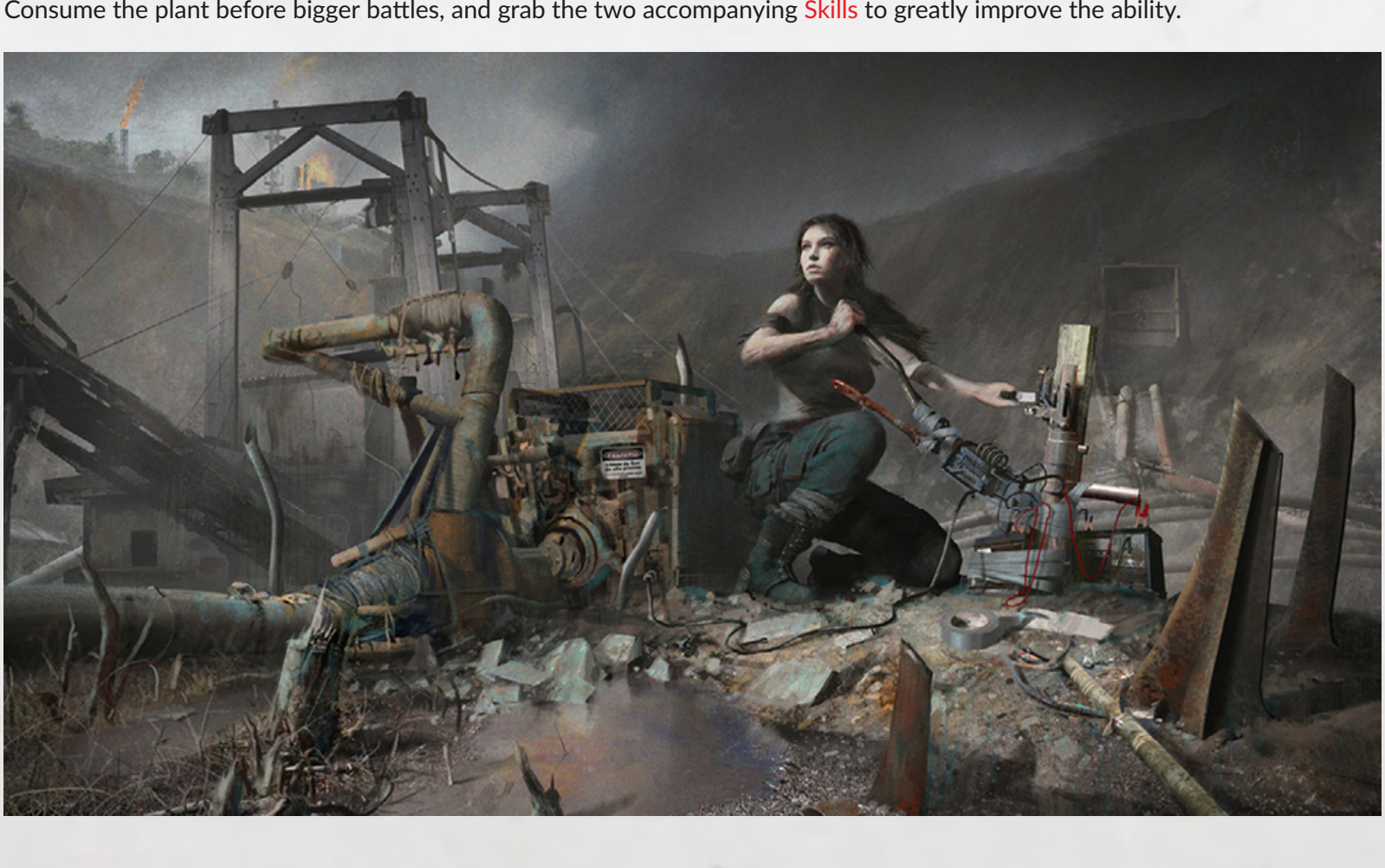
Hunt and kill 10 enemies while Perception is active. The Eye of the Eagle Skill is automatically learned as you follow the story through the Peruvian Jungle. This allows you to consume a Perception plant in order to sense animals and natural resources throughout the environment. The bright highlight makes animals easy to spot as they roam the Peruvian Jungle. Use this to your advantage when hunting more aggressive wildlife, such as jaguars and wolves.



MADE TO ENDURE

TROPHY: BRONZE GAMER POINTS: 10

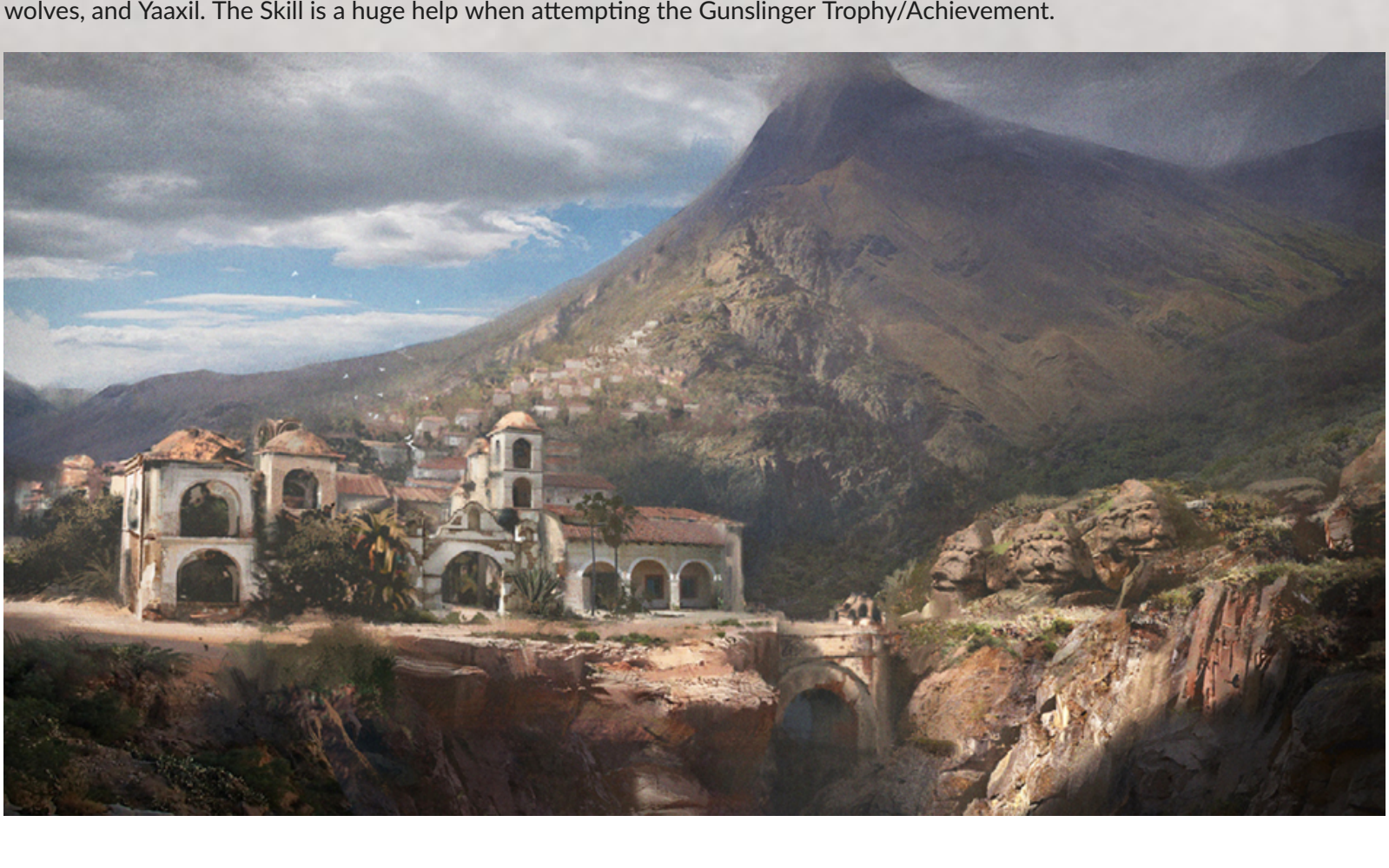
Take down 10 enemies while Endurance is active. After learning the Eye of the Eagle Skill, the Heart of the Jaguar Skill becomes available for purchase. Consume Endurance plants to reduce damage from enemy melee and ranged attacks. Consume the plant before bigger battles, and grab the two accompanying Skills to greatly improve the ability.



IN THE MOMENT

TROPHY: BRONZE GAMER POINTS: 10

Kill 10 enemies while Focus is active. The Scales of the Serpent Skill is unlocked for purchase as you progress through the story in Peruvian Jungle. Focus plants improve reaction responses and slowdown time when aiming. Once it's activated, a small meter counts down the time, while enemies move in slow motion. Use the Skill against more aggressive foes such as jaguars, wolves, and Yaaxil. The Skill is a huge help when attempting the Gunslinger Trophy/Achievement.



GUNSLINGER

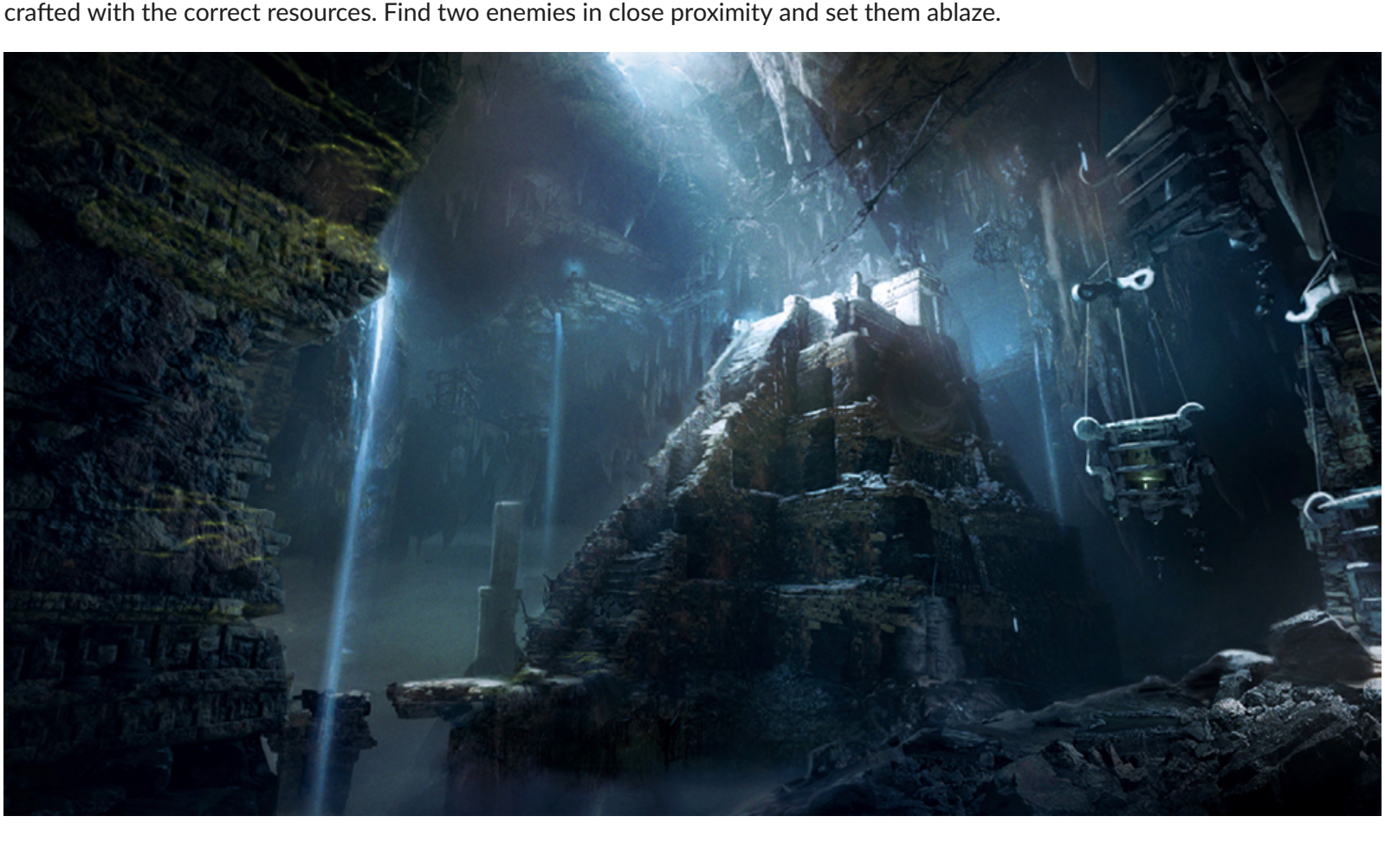
TROPHY: BRONZE GAMER POINTS: 10

Perform three headshots in three seconds with the pistol. The Scales of the Serpent Skill slows down time when aiming. Consume a Focus plant with three enemies in close proximity, and take them all down with quick headshots from the handgun.

PLAYING WITH FIRE

TROPHY: BRONZE GAMER POINTS: 10

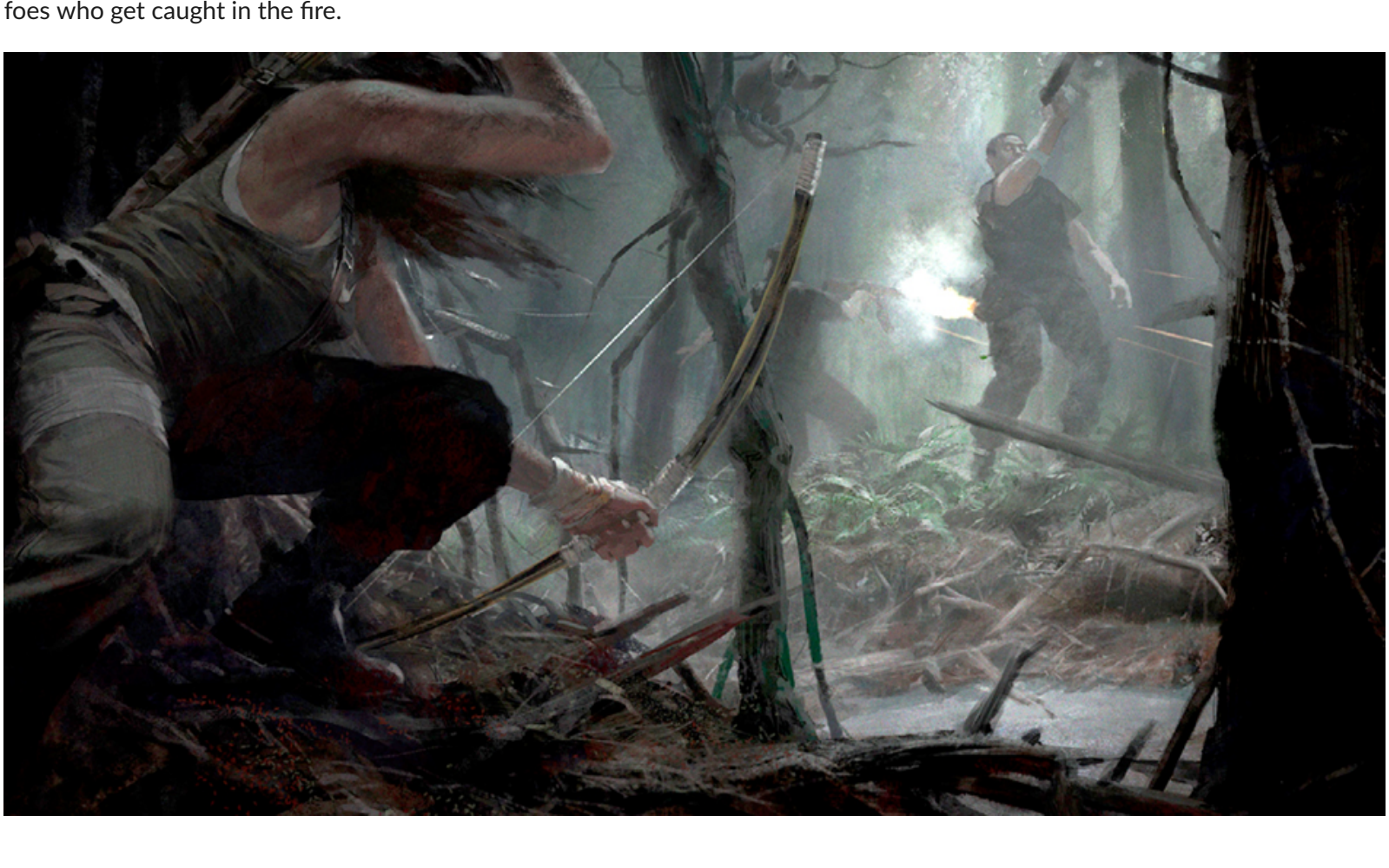
Burn two enemies simultaneously. There are numerous explosives in the game, plus Molotov cocktails and fire arrows can be crafted with the correct resources. Find two enemies in close proximity and set them ablaze.



TOTAL PARTY KILL

TROPHY: BRONZE GAMER POINTS: 10

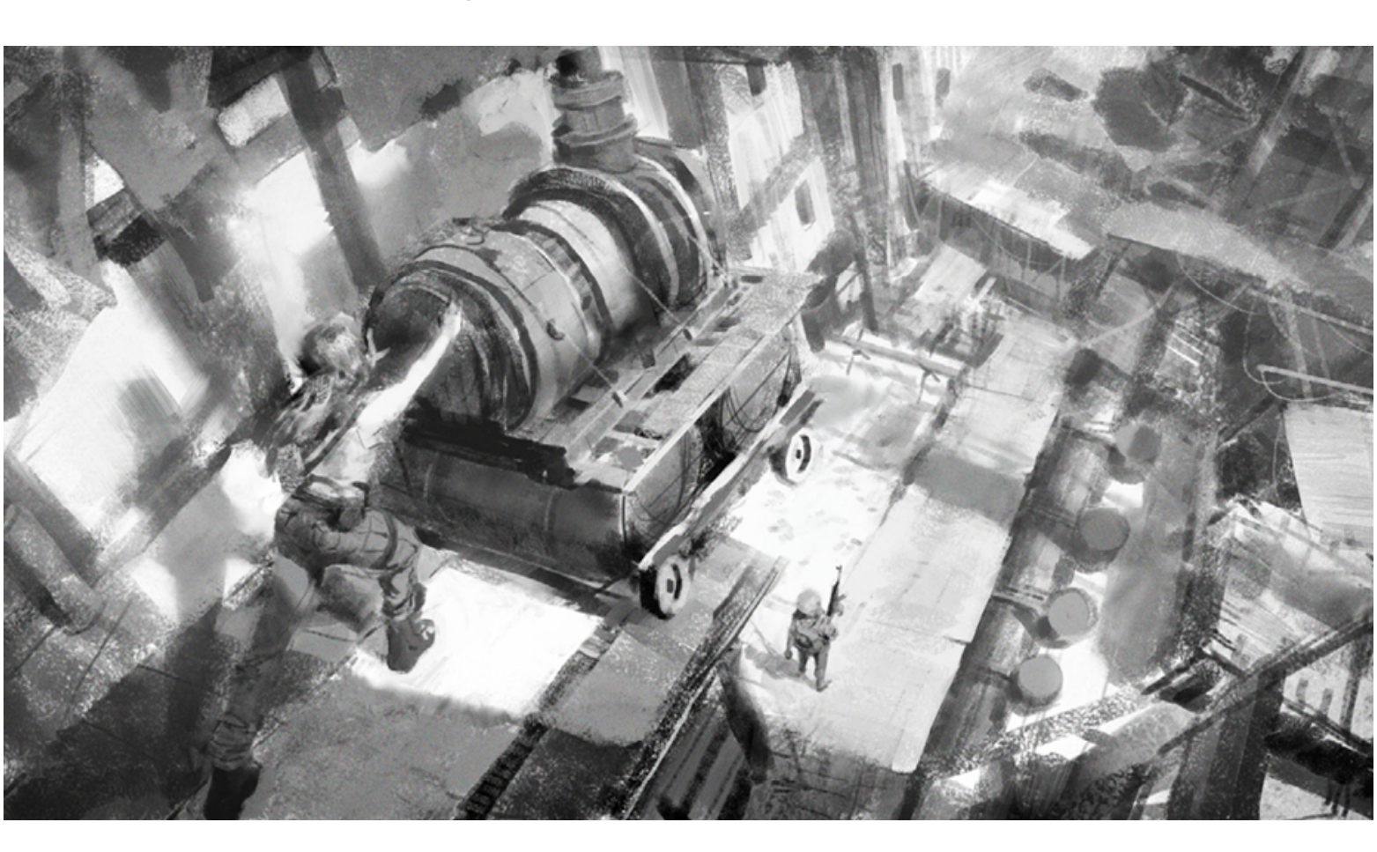
Kill five enemies with friendly fire. You discover the fear arrow as you pass through the Porvenir Oil Fields. Hitting an enemy with the arrow causes him to randomly fire his weapon. Besides ending in death for the victim, one or two other enemies may also be killed in the process. Enemies often toss incendiary devices or shoot fire arrows at you. These can also take out nearby foes who get caught in the fire.



LOOK, OVER THERE!

TROPHY: BRONZE GAMER POINTS: 10

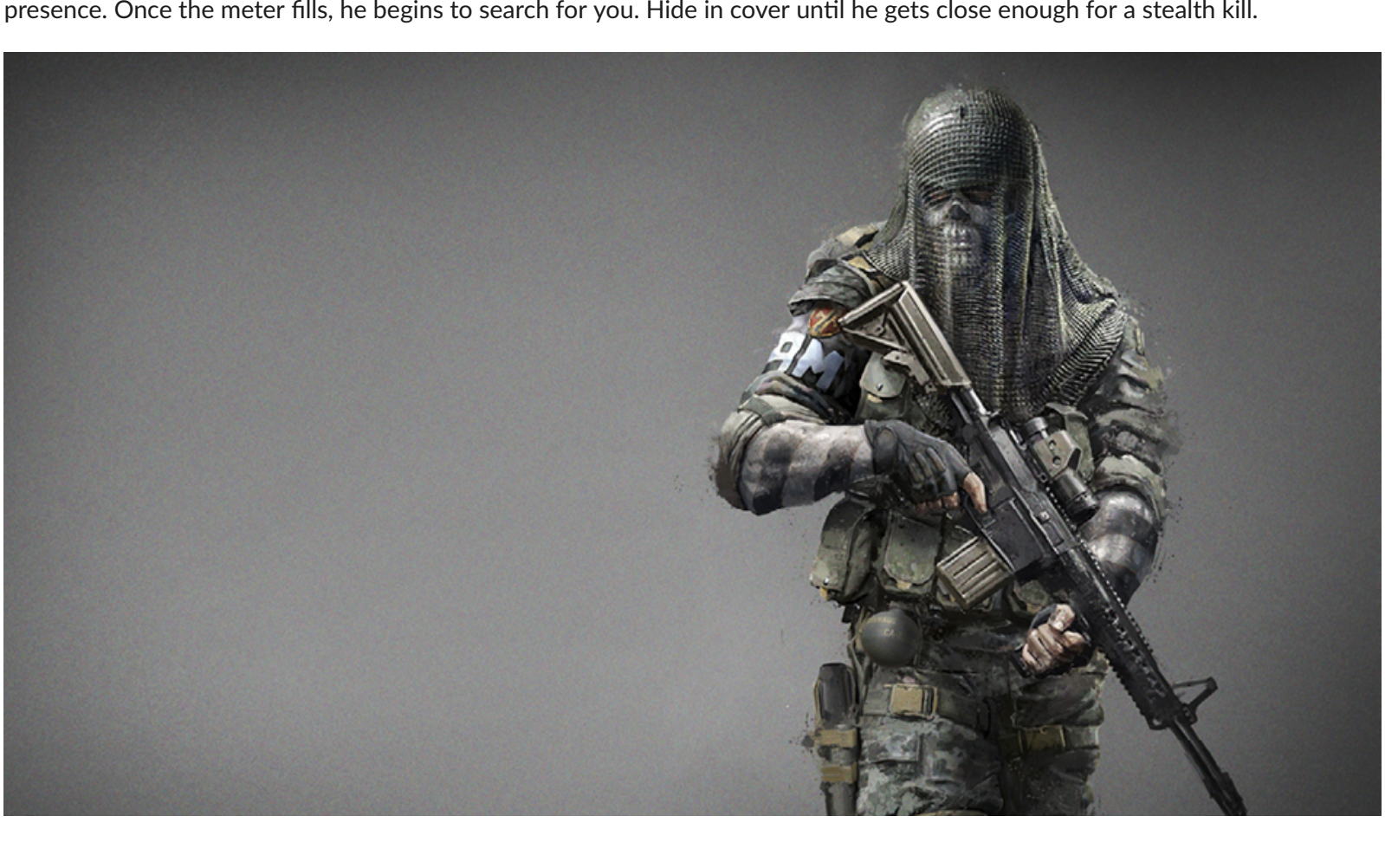
Kill three enemies while they're distracted. If you throw a bottle, can, or jar within earshot of an enemy, he'll move to investigate the noise. This provides an opportunity for an easy kill. Silent arrows are also great for distraction, though they need to hit a surface fairly close to your target. Quietly move in for stealth kills while they're distracted.



TABLES TURNED

TROPHY: BRONZE GAMER POINTS: 5

Kill five enemies while they're searching for you. A white indicator appears above an enemy's head when he detects your presence. Once the meter fills, he begins to search for you. Hide in cover until he gets close enough for a stealth kill.



CHAIN GANG

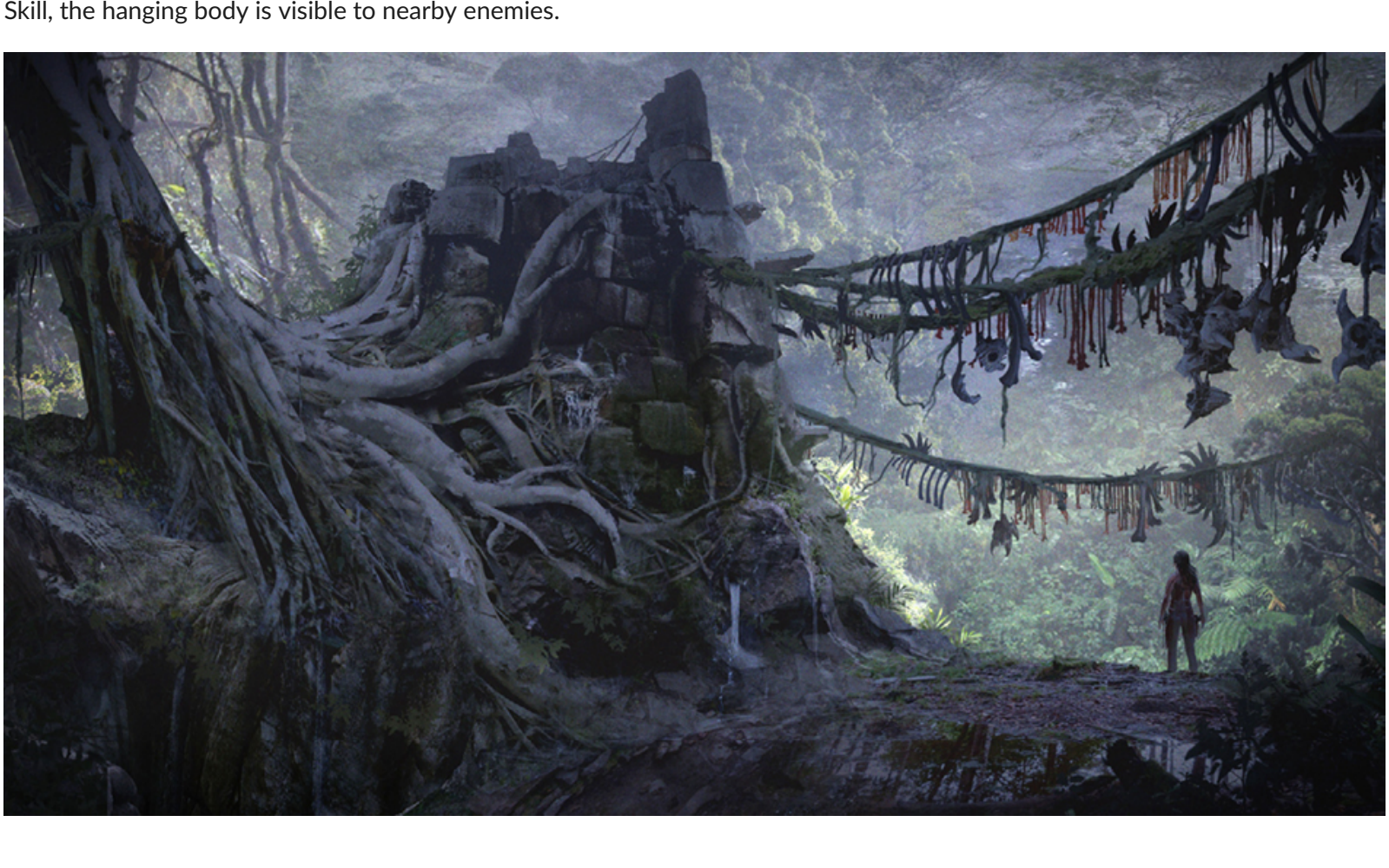
TROPHY: BRONZE GAMER POINTS: 10

Perform the Serpent's Fury three times. Serpent's Fury can be purchased for 2 SP, as long as you have Serpent's Strike (purchase for 1 SP at start), Hurucan's Mantle (complete Howling Caves challenge tomb in Kuwaq Yaku), or Caiman's Breath II (complete San Cordoba challenge tomb in Cenotes). This Skill allows you to kill a second enemy during a stealth takedown for a chained takedown.

SURPRISE!

TROPHY: BRONZE GAMER POINTS: 10

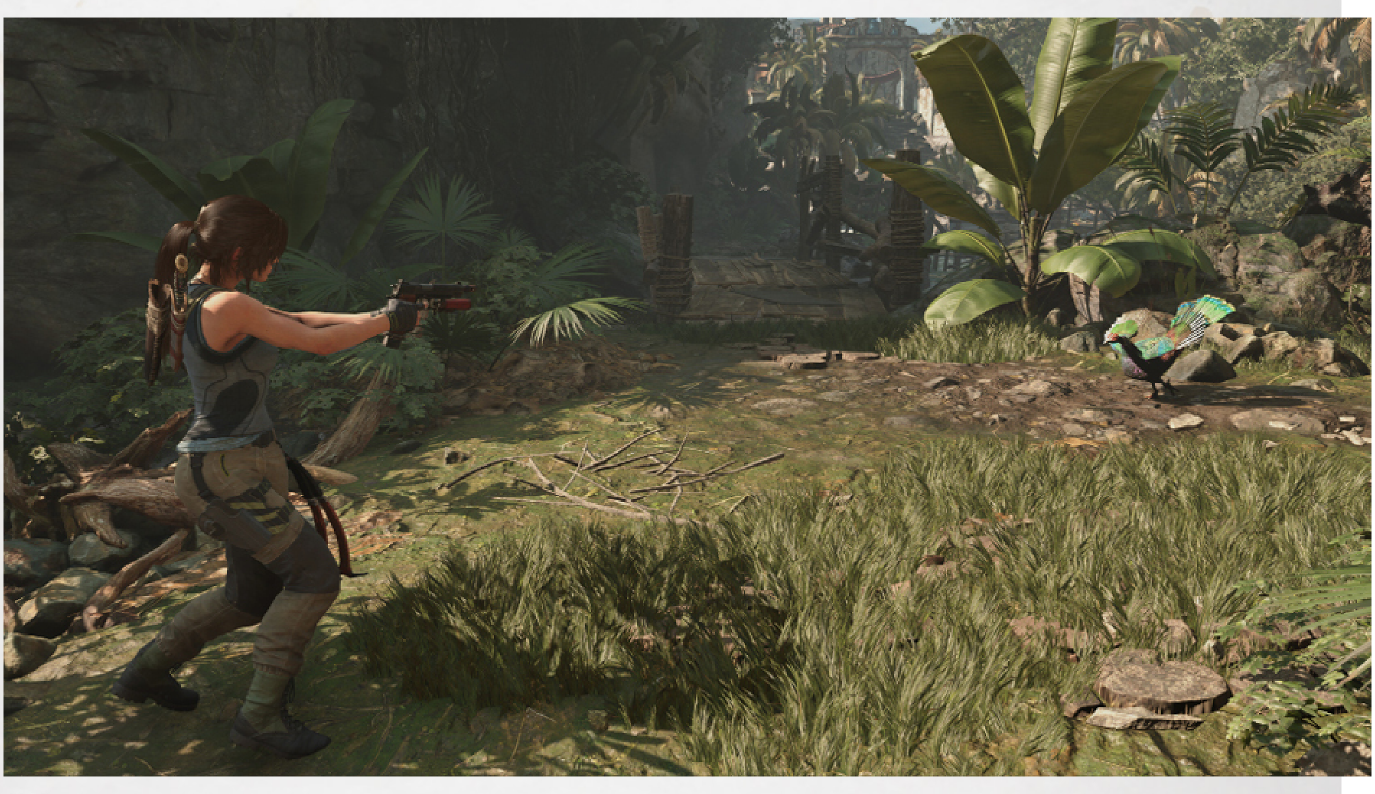
Perform five Eagle's Talon takedowns. By solving the calendar puzzle in Kuwaq Yaku's Temple of Life, you learn the Eagle's Talon Skill, which provides the ability to string up an enemy with a rope arrow. The Skill allows you to perform a stealth kill from above. Climb a tree and then wait for an enemy to get close enough. Until the Skill is upgraded with the Eagle's Talon II Skill, the hanging body is visible to nearby enemies.



THANKSGIVING

TROPHY: BRONZE GAMER POINTS: 5

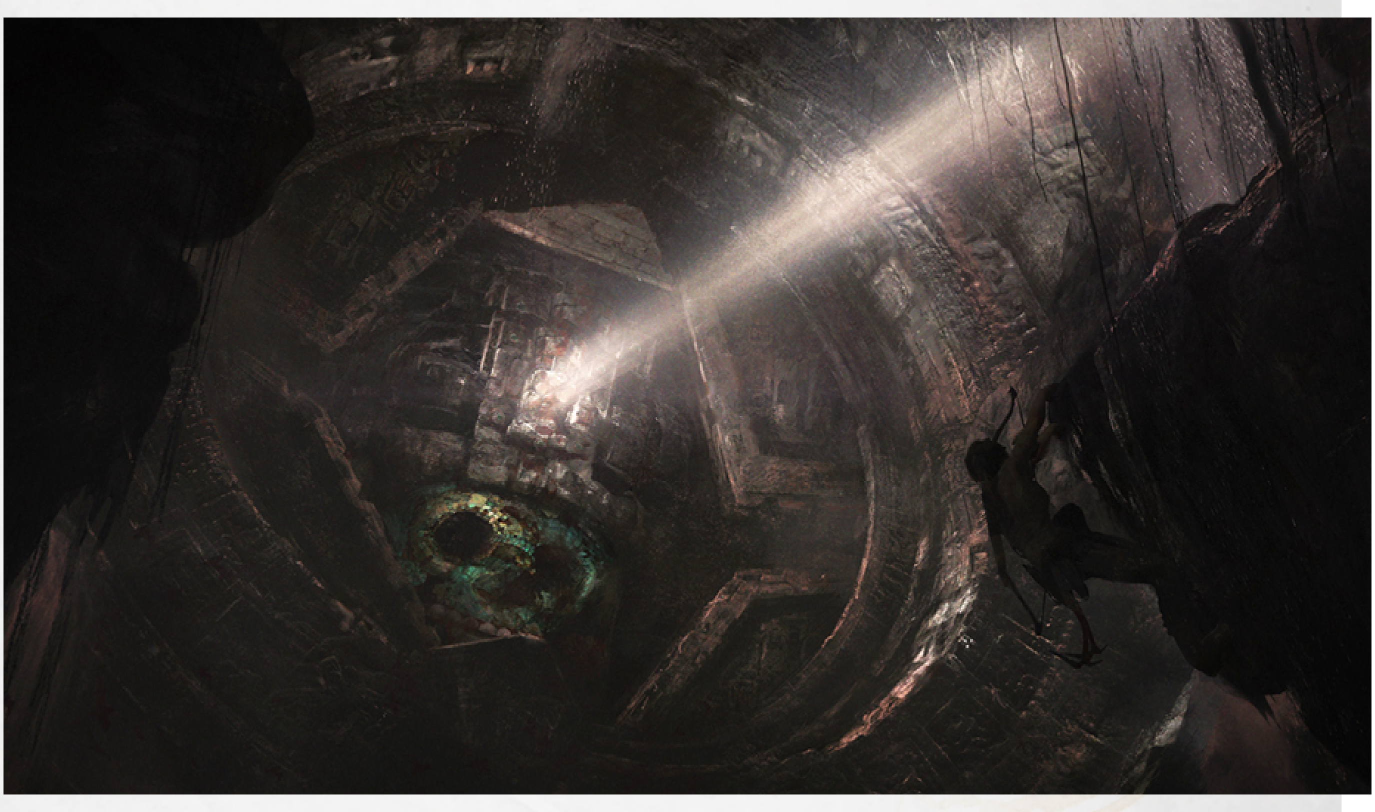
Shoot a turkey with a flare round. Find turkeys wandering near the Ruined Tower Base Camp near the Mission of San Juan. Hit one with a flare round from your handgun to score the award.



POINT OF INTEREST

TROPHY: BRONZE GAMER POINTS: 10

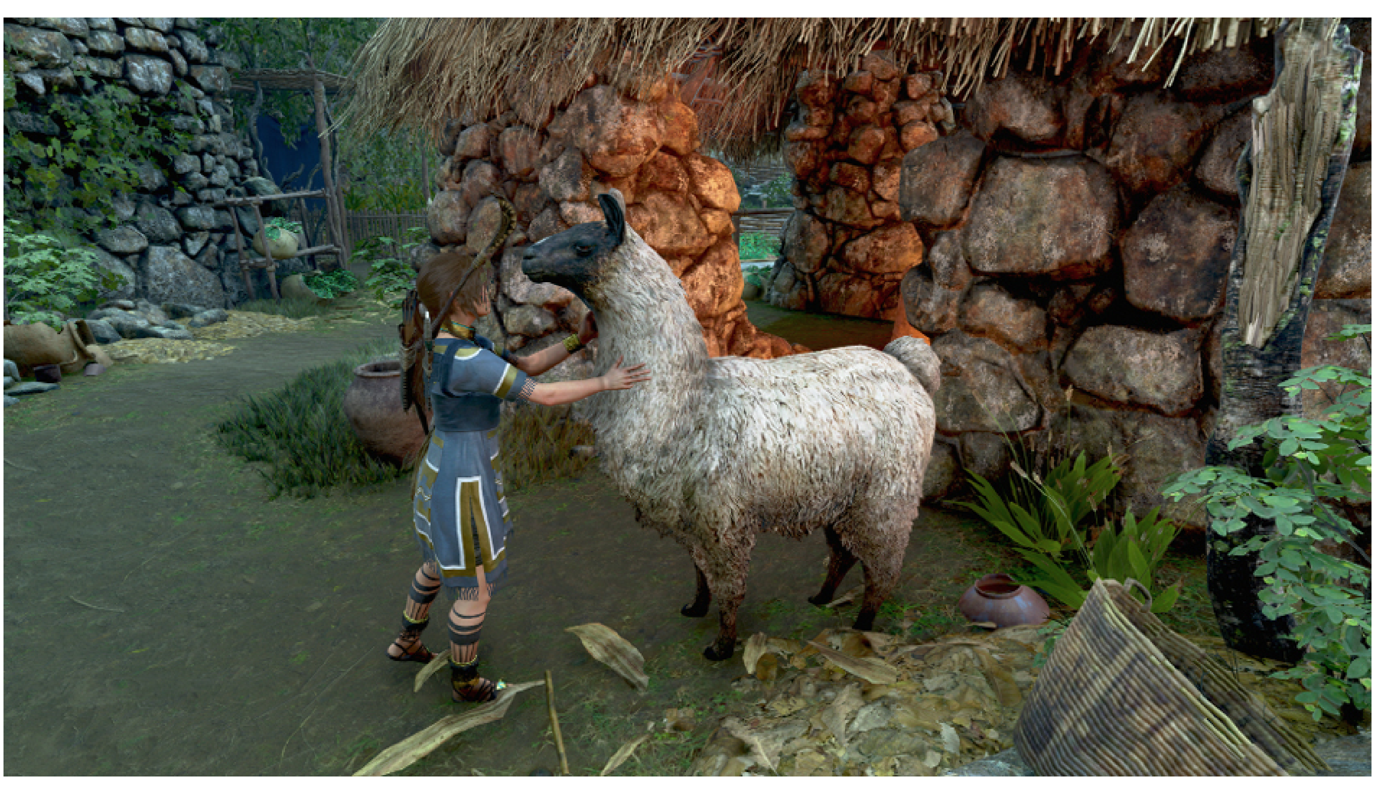
Learn of five interesting locations from civilians. Find people in Kuwaq Yaku, Paititi, and Mission of San Juan with stories or valuable insight—indicated by the speech bubbles above their heads. Some of these villagers note an interesting location in the current region, which places a "?" on the map.



COMO TE LLAMA

TROPHY: BRONZE GAMER POINTS: 5

Pet five llamas. A few llamas hang around Paititi and inside the barn at the Mission of San Juan. Approach the llamas and press the Social Interact button to pet them.



COMPLETIONIST

TROPHY: GOLD GAMER POINTS: 5

Reach 100% completion. Do the following to earn this Trophy/Gamer Points: complete the story, examine the steles in all nine challenge tombs, loot the sarcophagi in all nine crypts, complete all eight side missions, collect every Artifact, solve all Monolith puzzles, and complete all 14 challenges.

CHALICE OF TORMENT

TROPHY: GOLD

Earn all Trophies.

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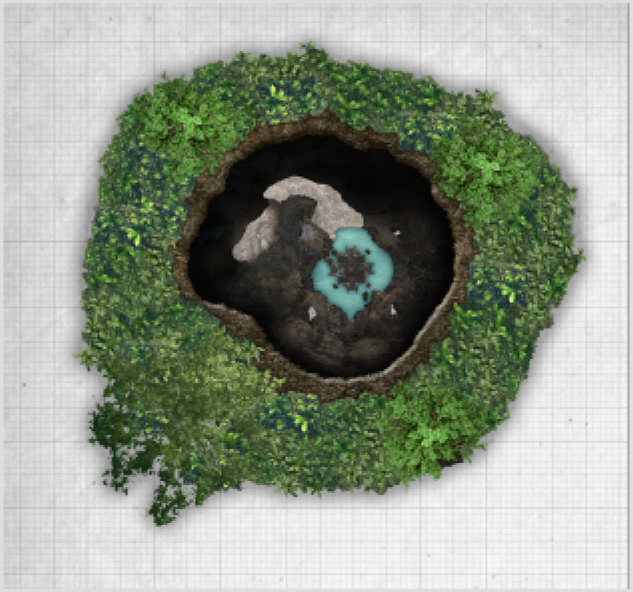

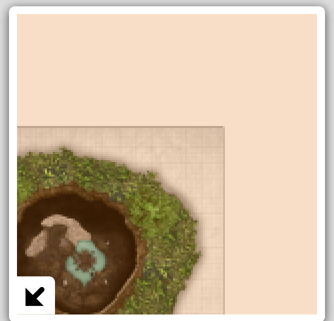

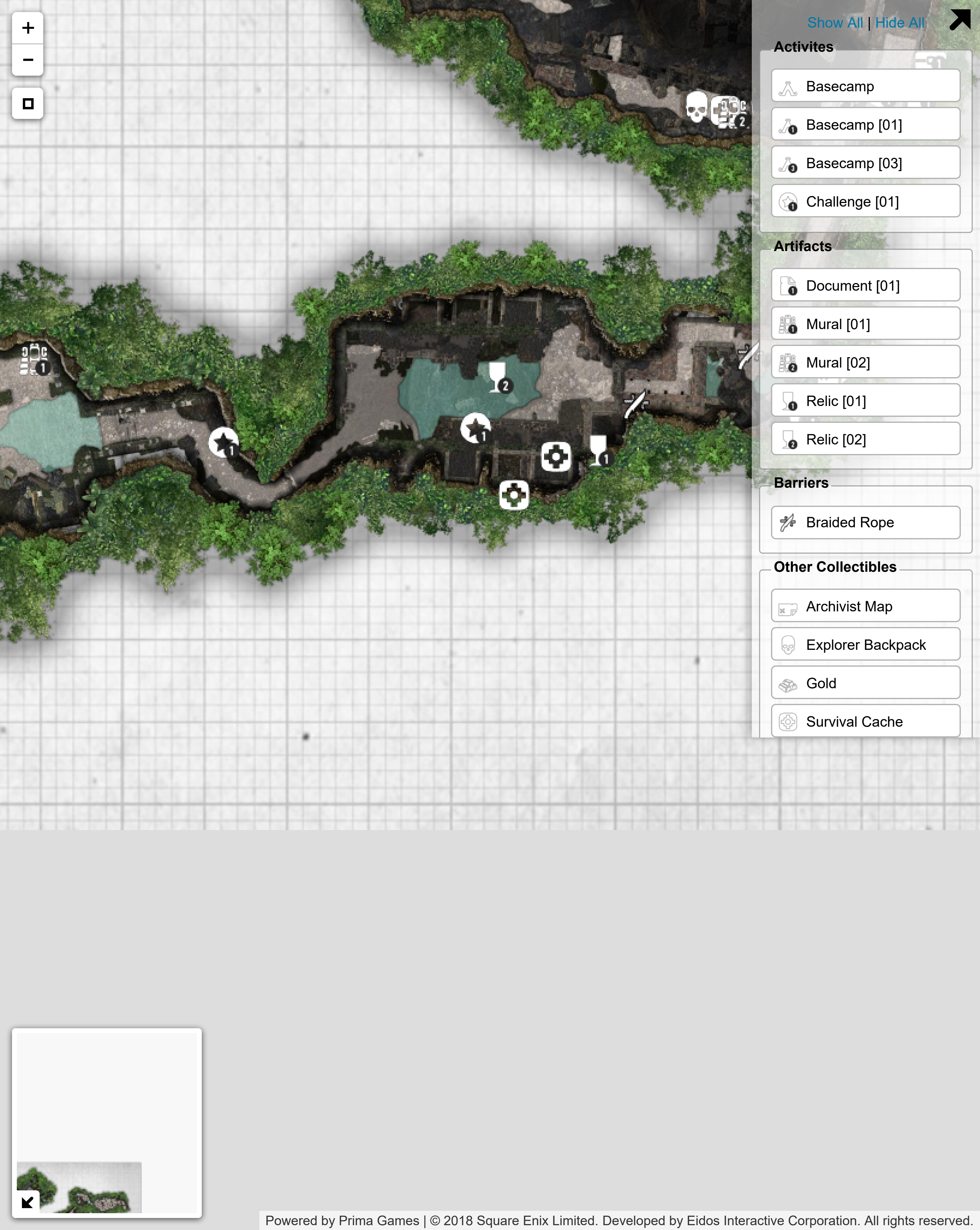
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Basecamp [03]
Challenge [01]
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Document [01]
Mural [01]
Mural [02]
Relic [01]
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Braided Rope
Other Collectibles
Archivist Map
Explorer Backpack
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Survival Cache
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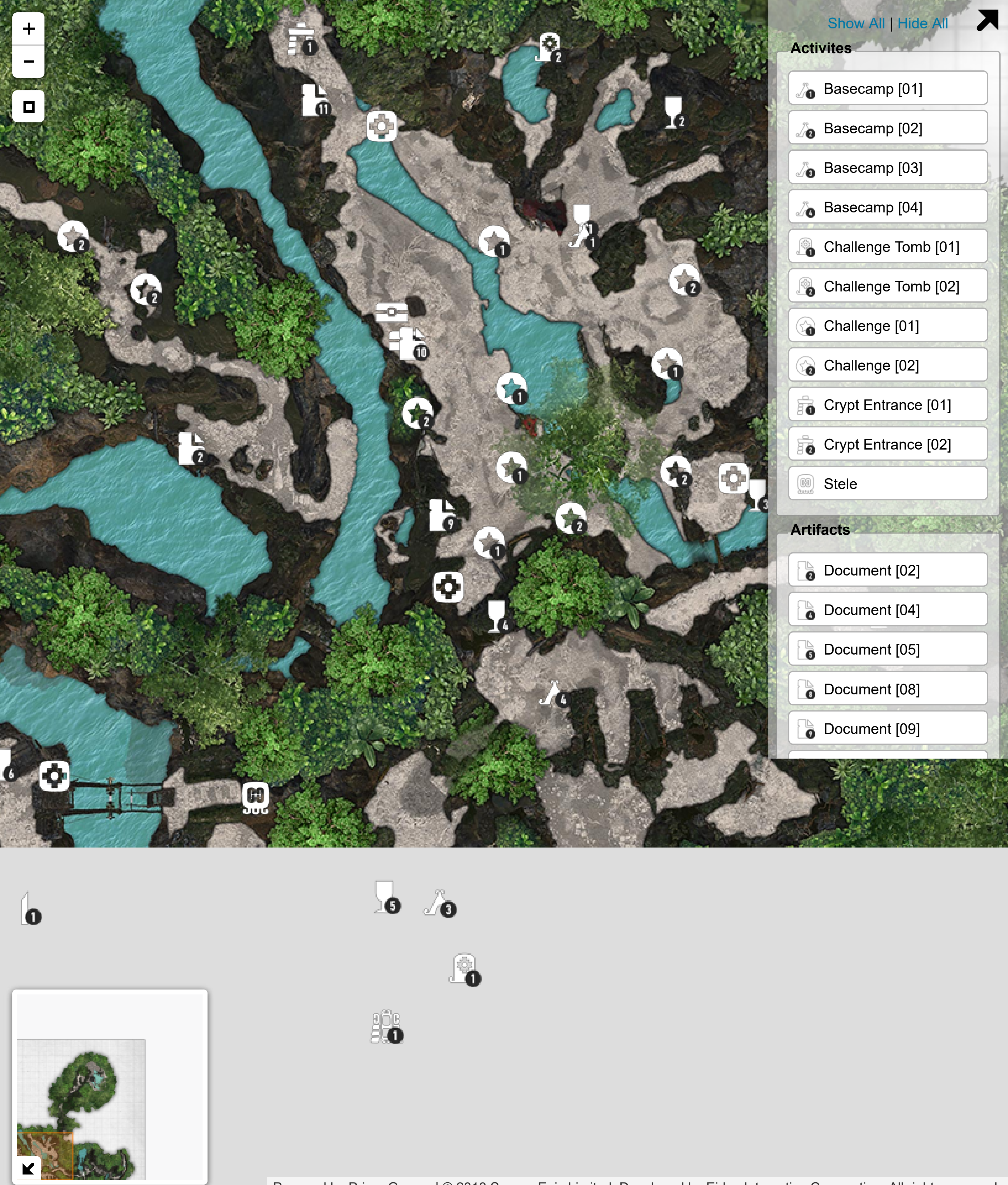
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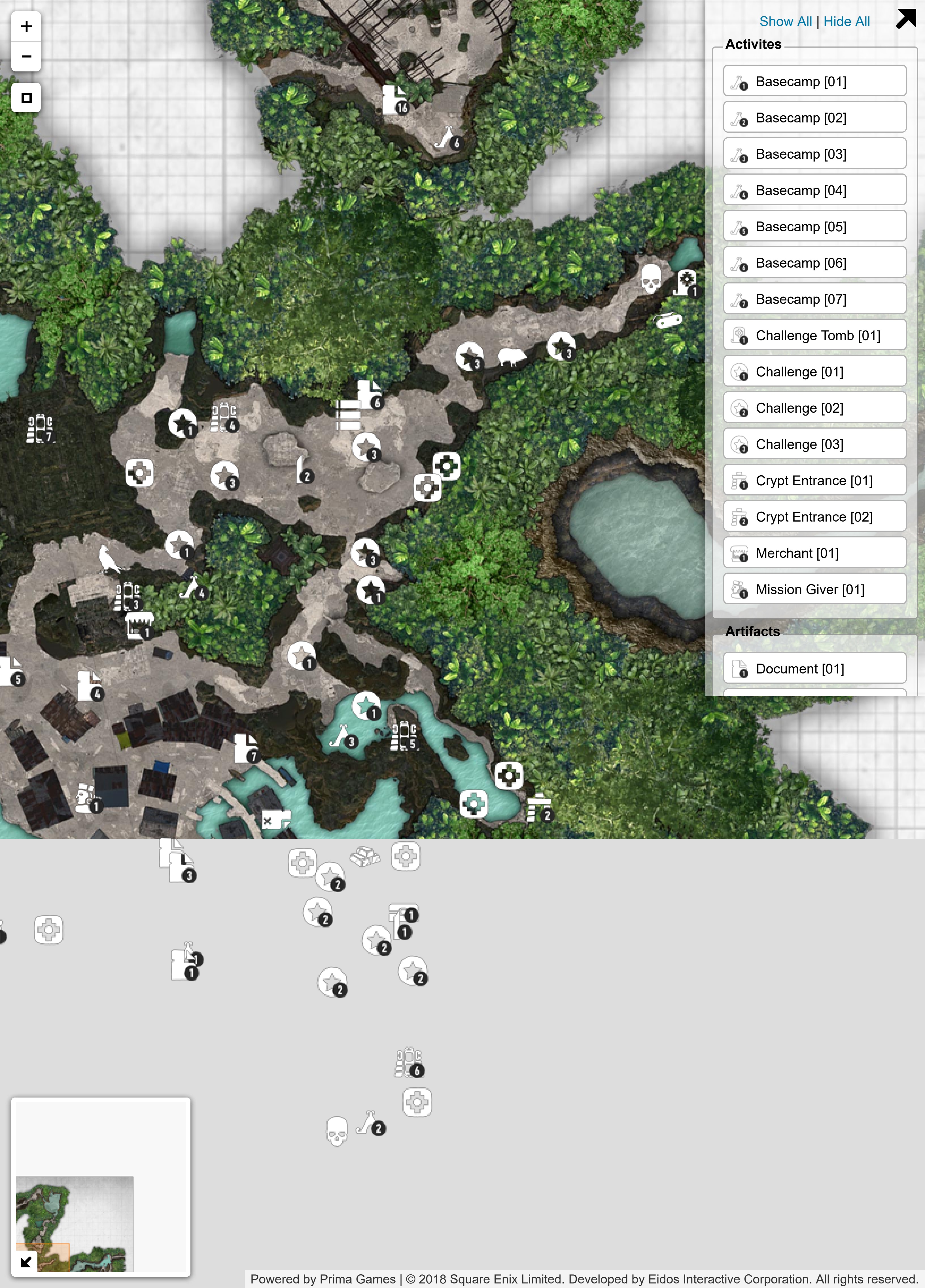

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Activites

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- Basecamp [05]
- Basecamp [06]
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- Challenge Tomb [01]
- Challenge [01]
- Challenge [02]
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- Crypt Entrance [01]
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- Merchant [01]
- Mission Giver [01]

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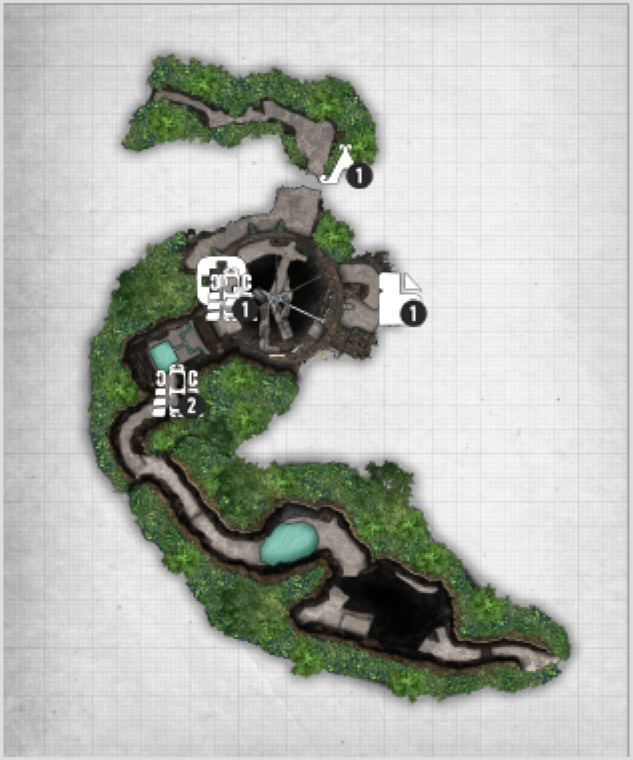

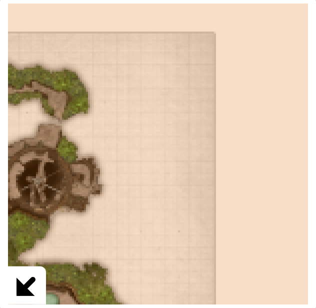

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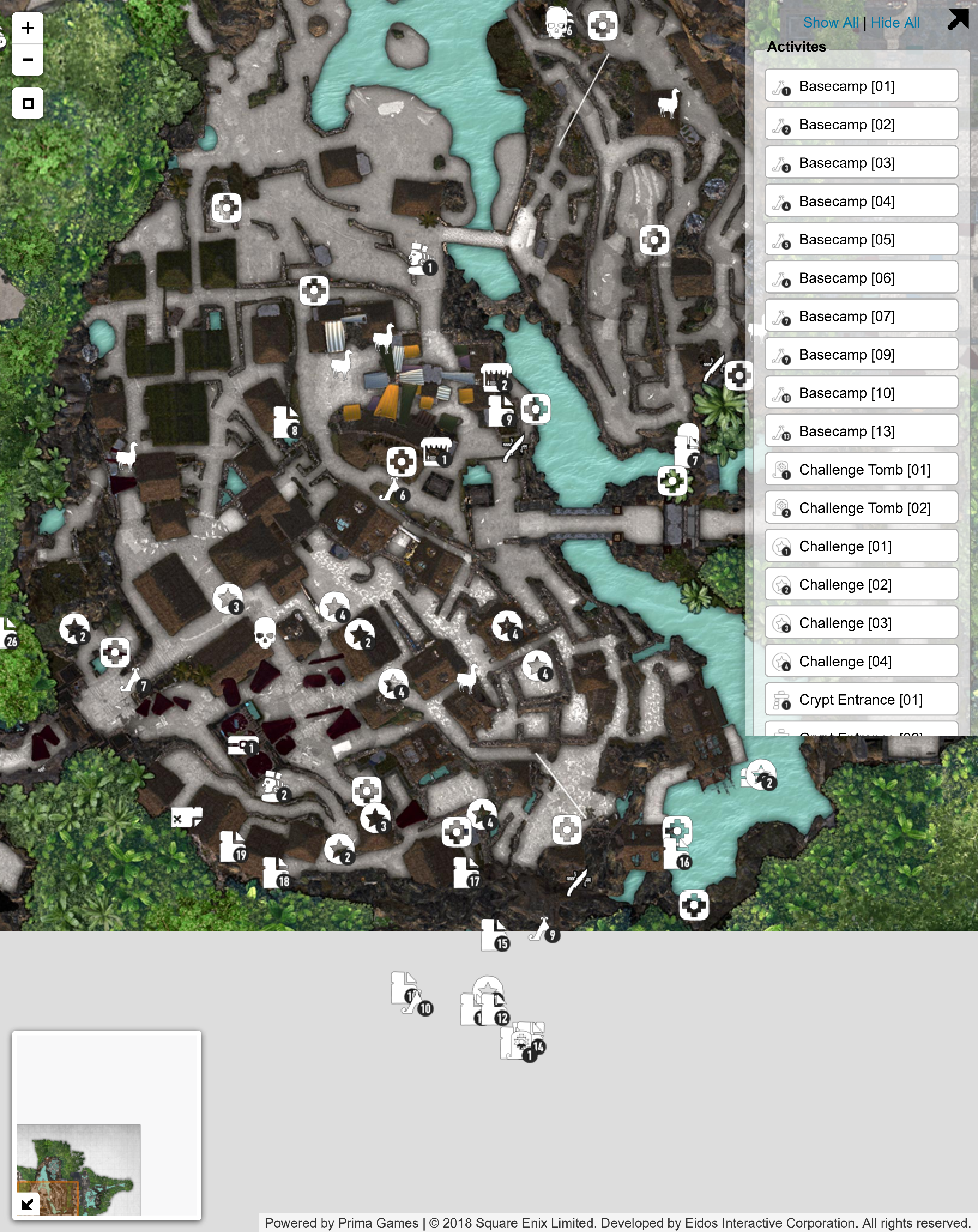
Artifacts

- Document [01]
- Mural [01]
- Mural [02]

Other Collectibles

- Survival Cache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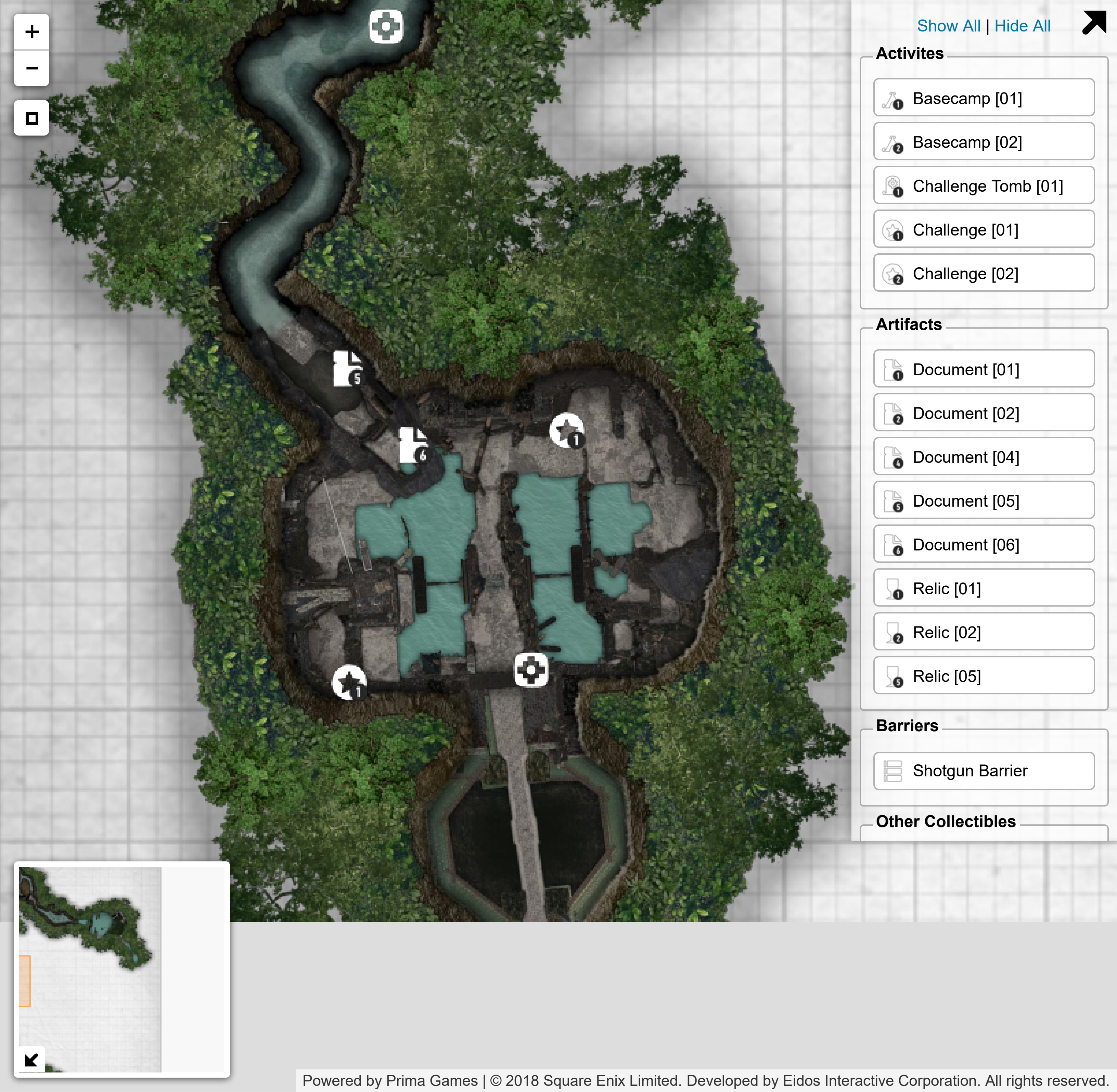
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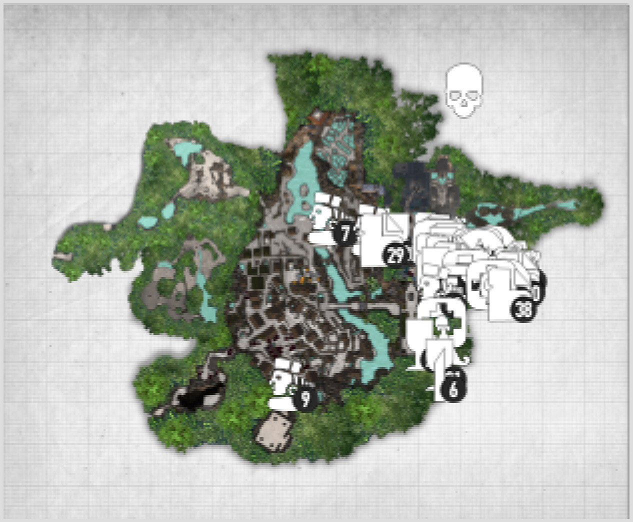

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Activites

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- Challenge [06]
- Crypt Entrance [03]
- Crypt Entrance [04]
- Mission Giver [05]
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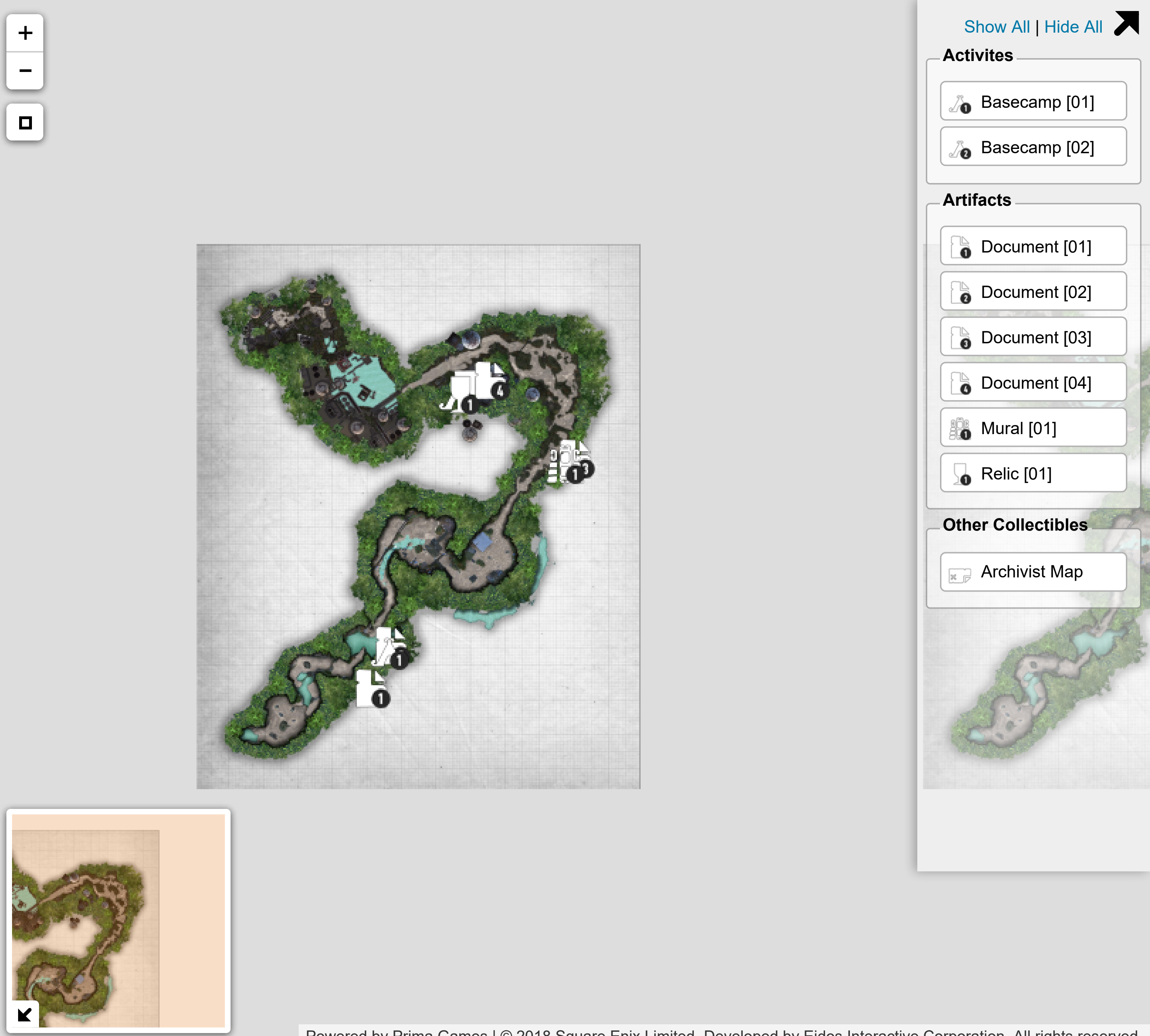
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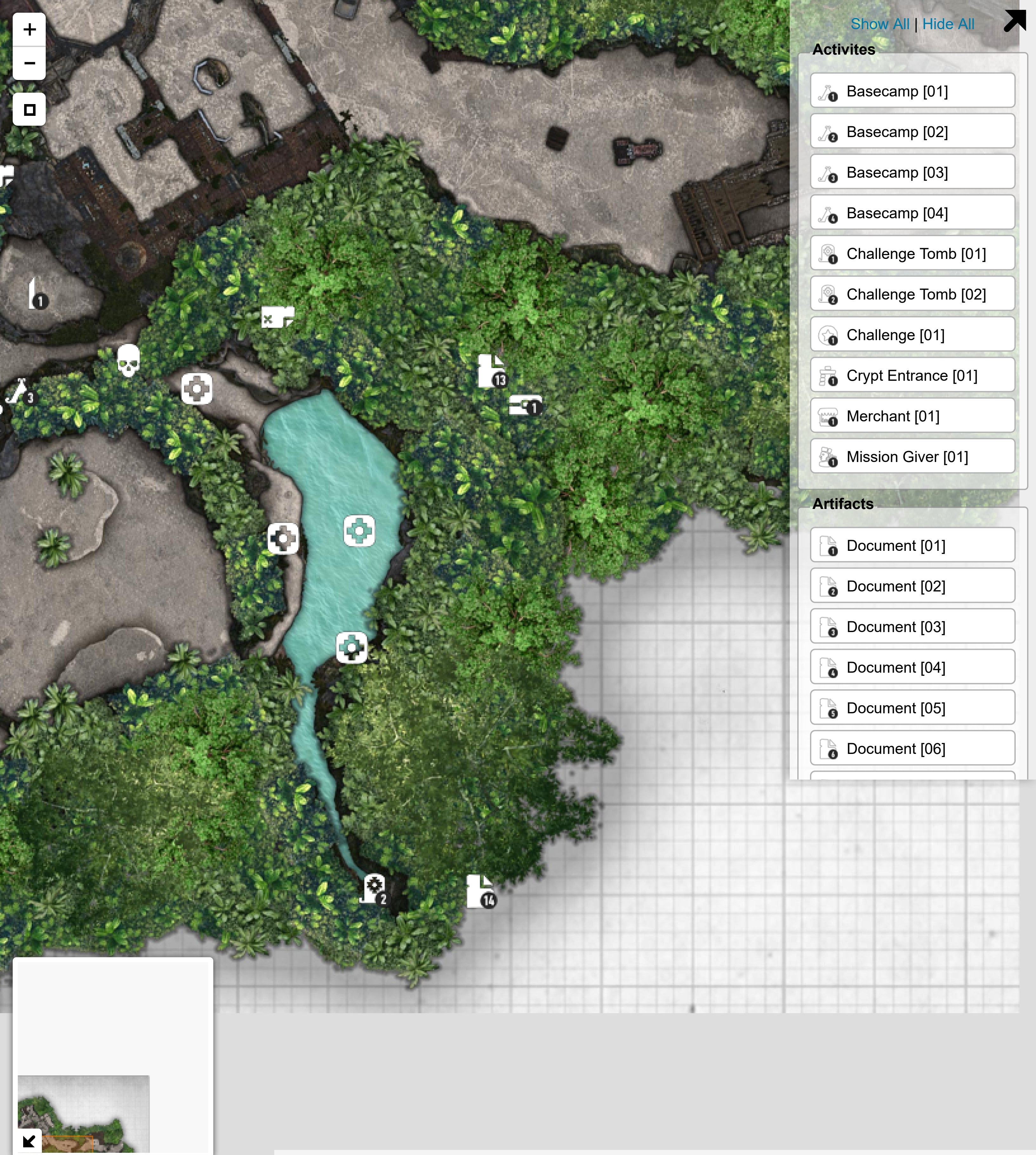
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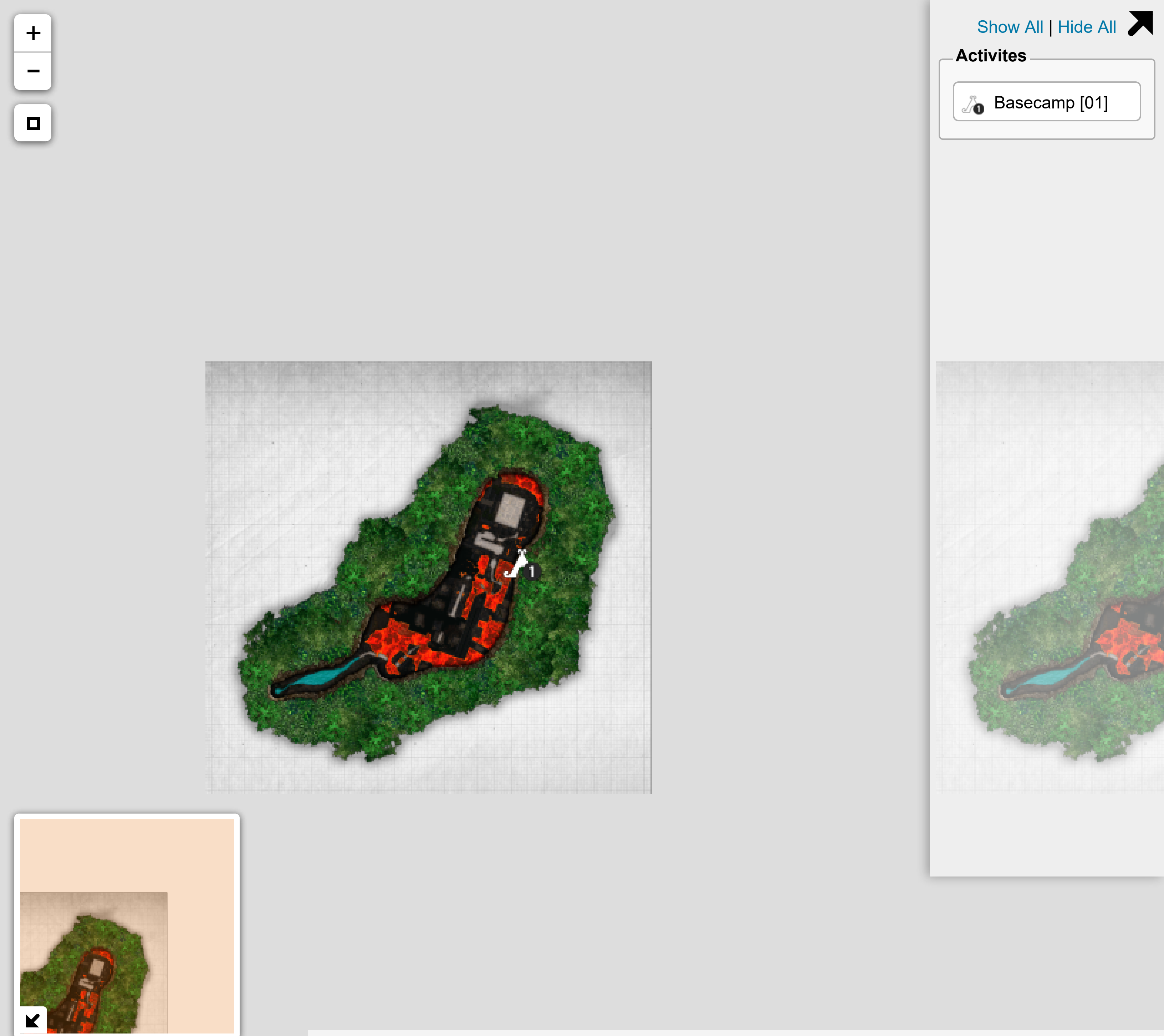

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Activites

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Activites

Basecamp [08]

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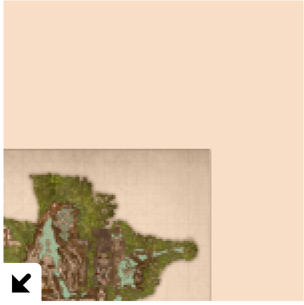

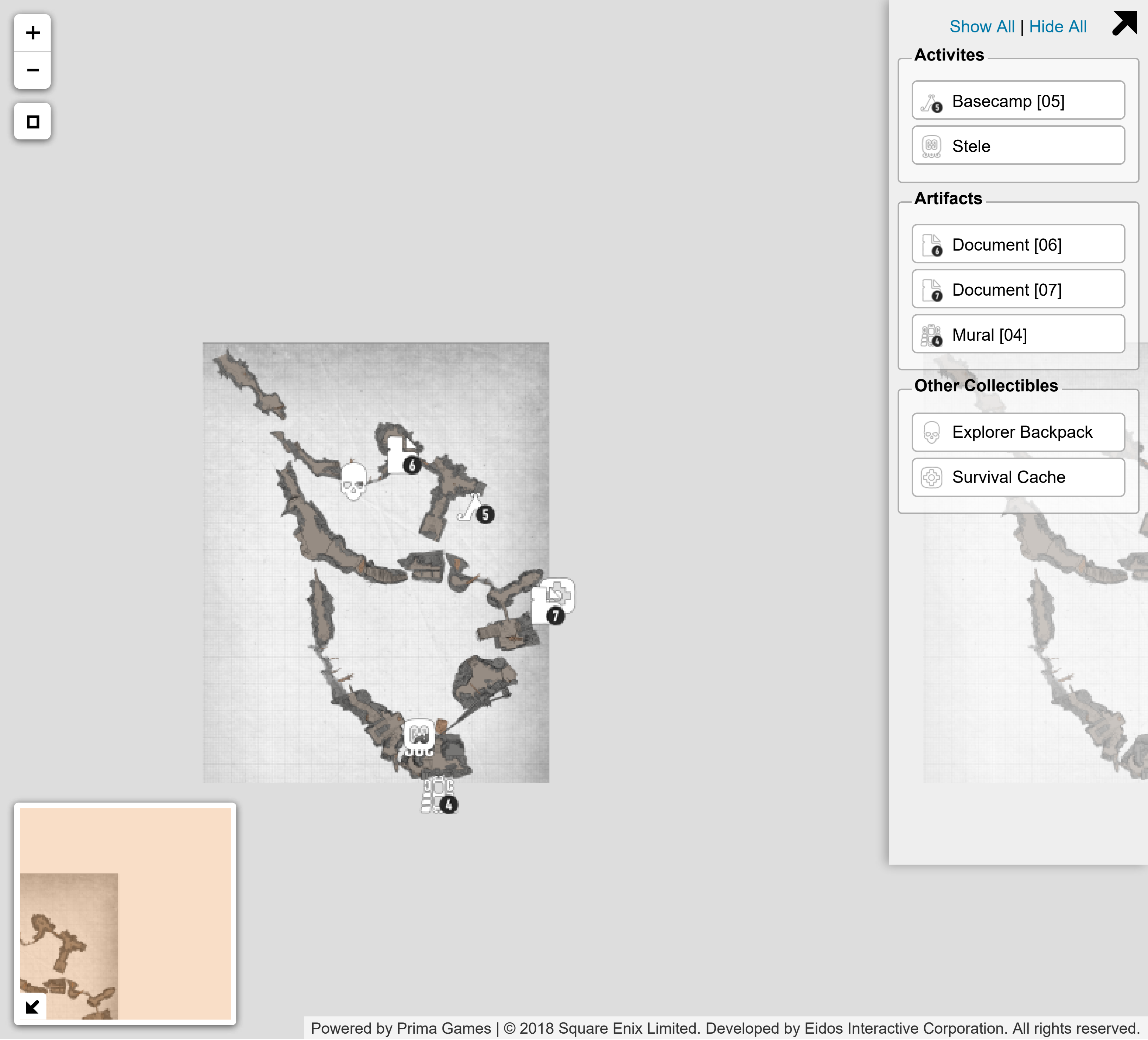
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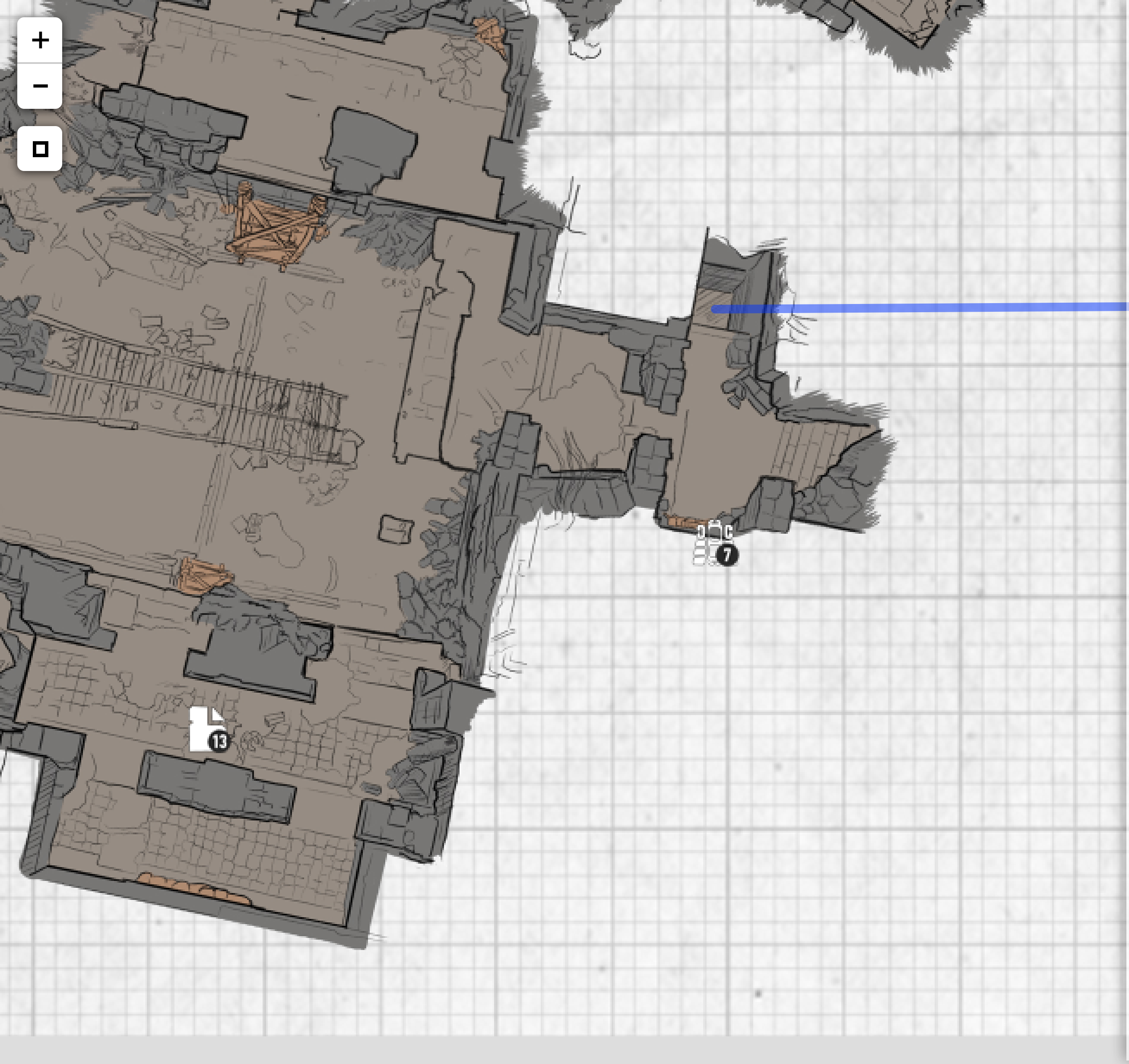

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Activites

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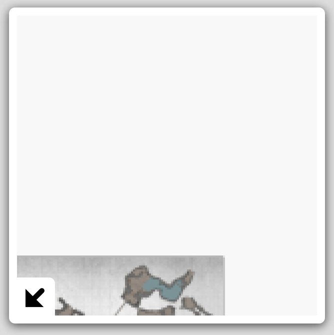
Other Collectibles

- Archivist Map



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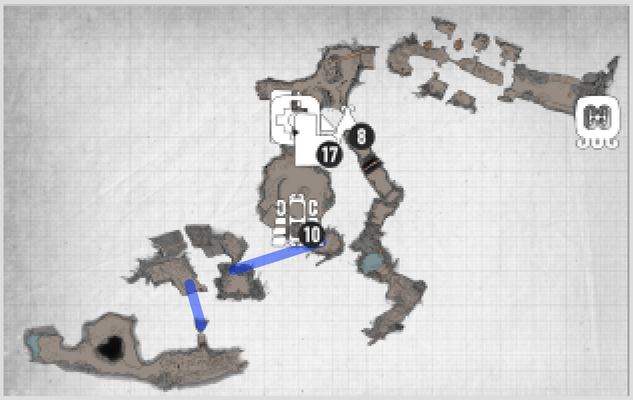
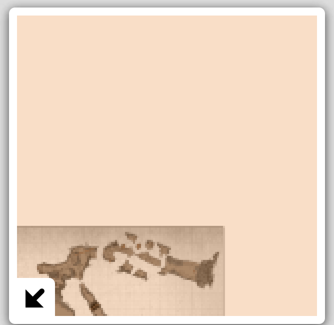
Other Collectibles

- Survival Cache





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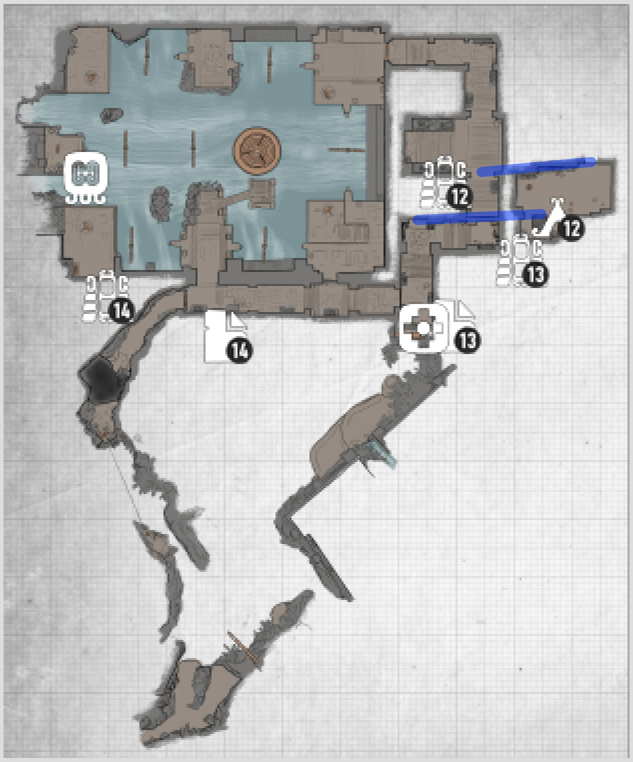

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Activites

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Artifacts

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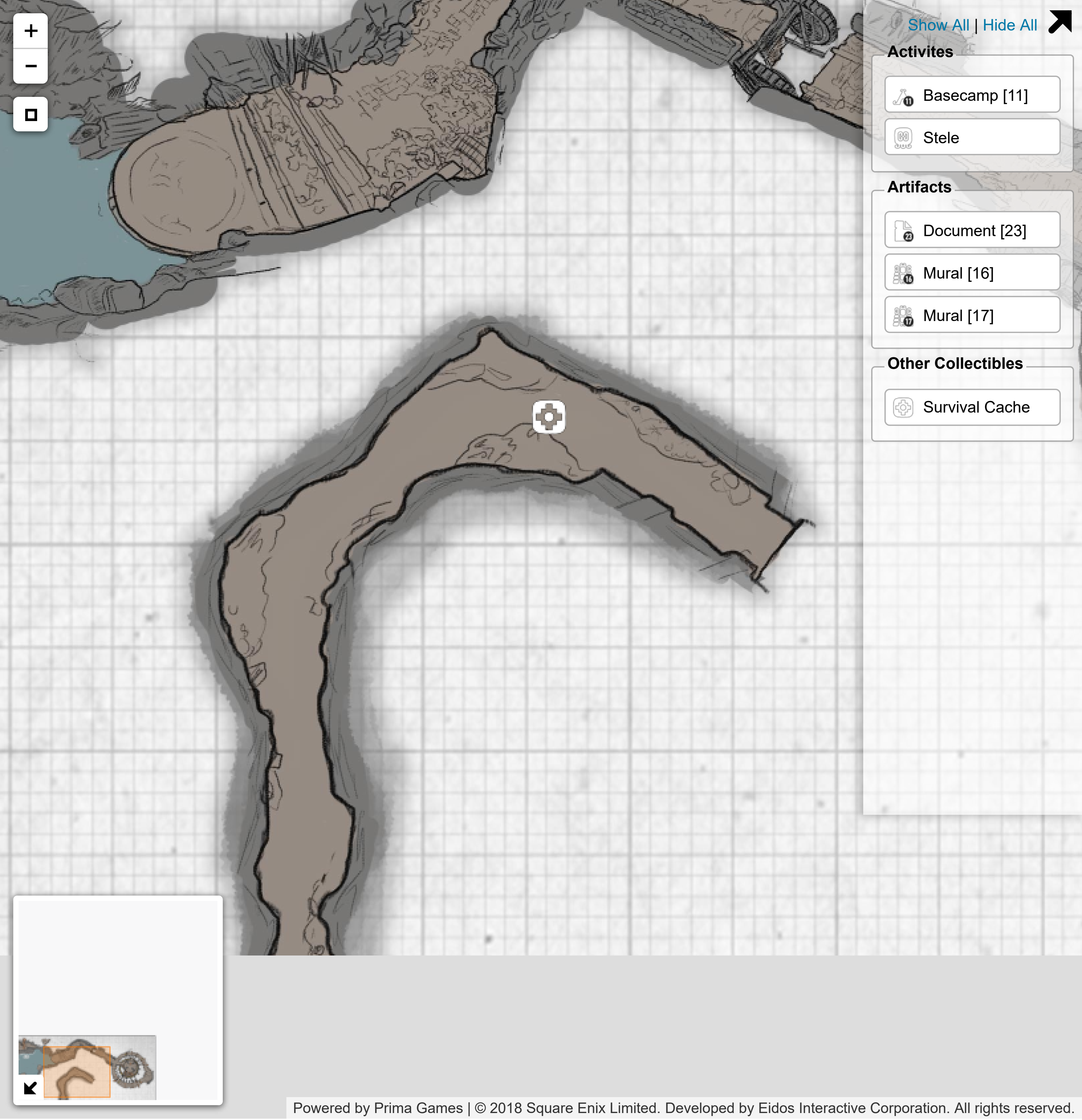
Other Collectibles

- Survival Cache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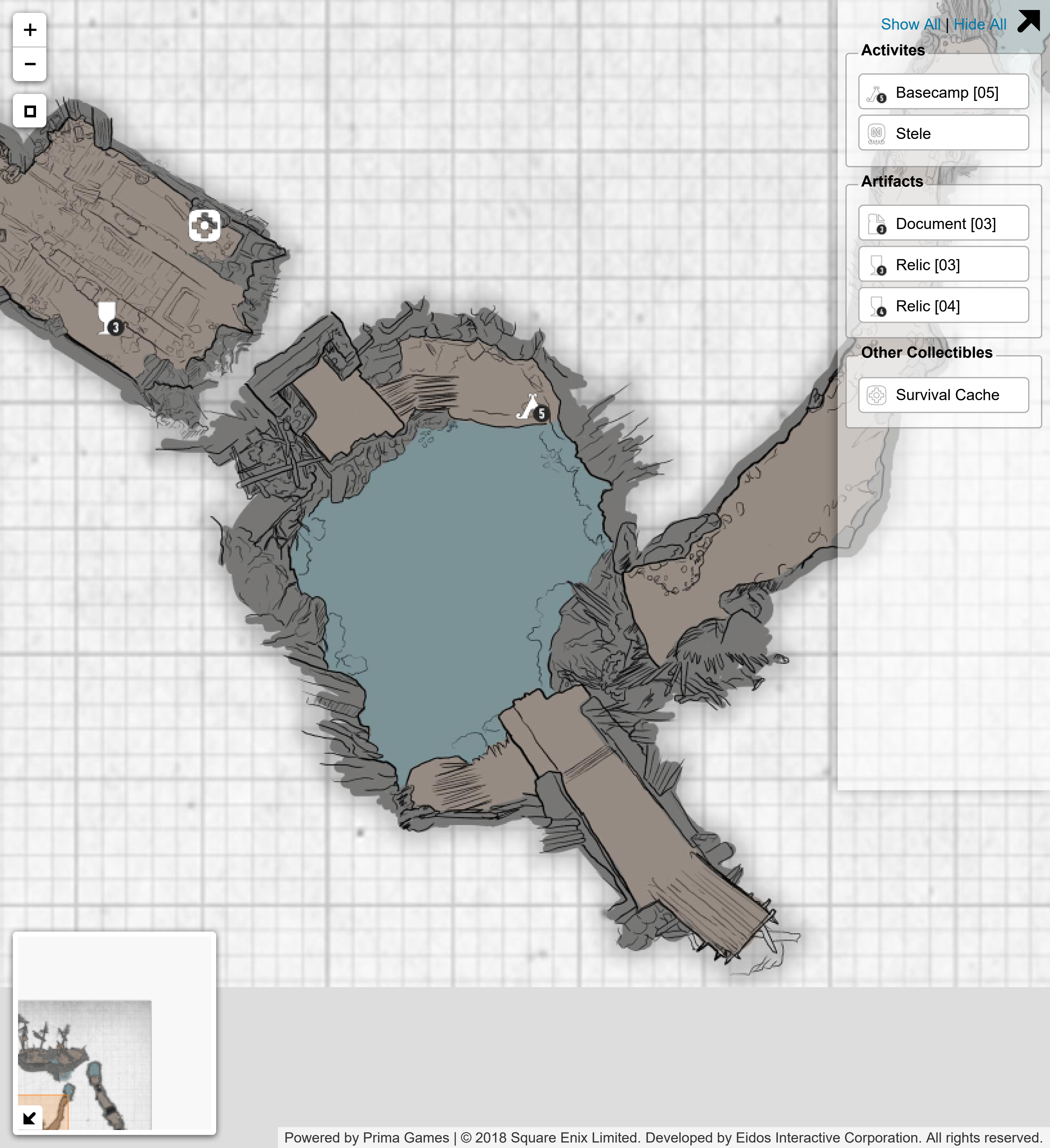
Other Collectibles
Survival Cache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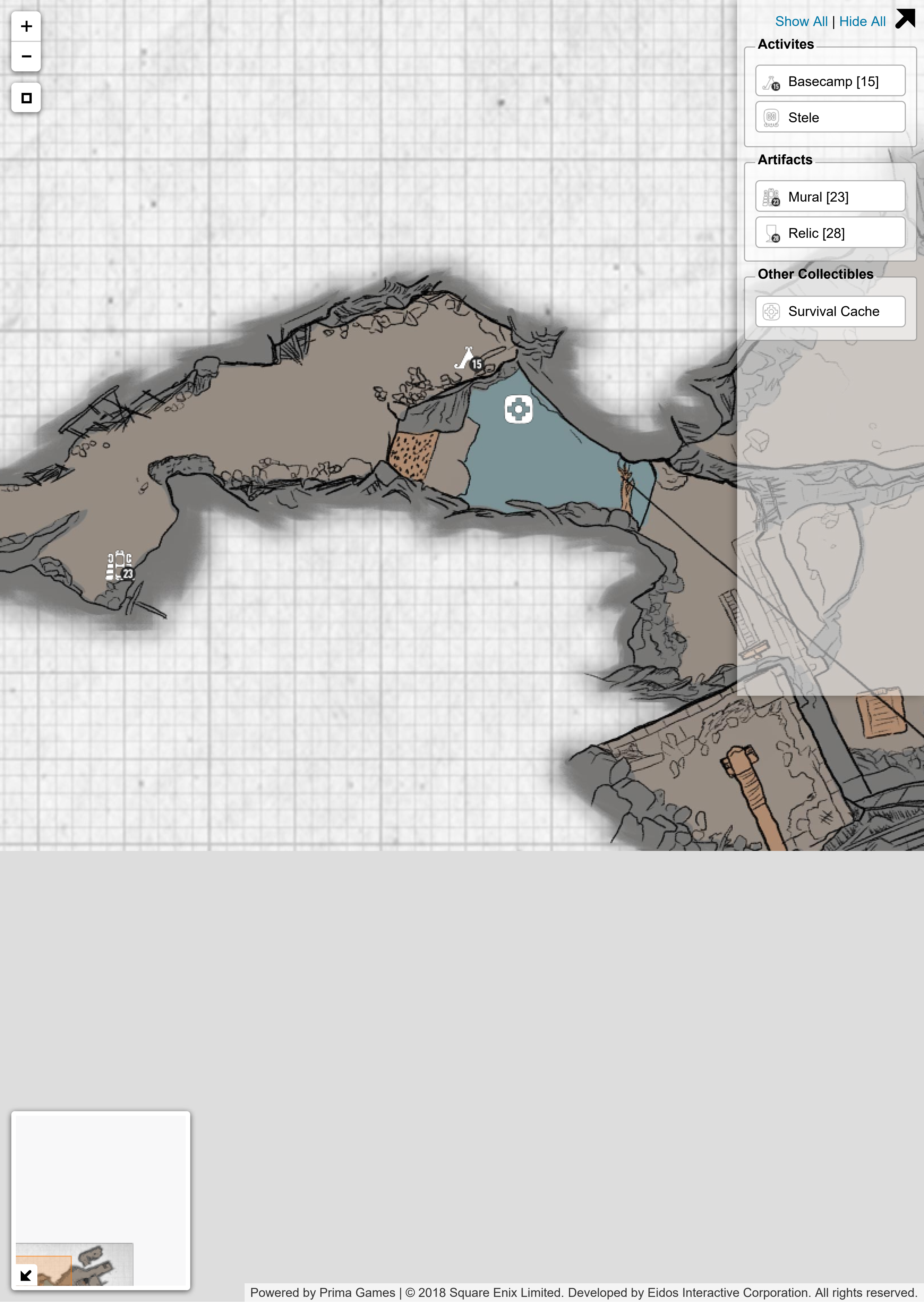
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Activites

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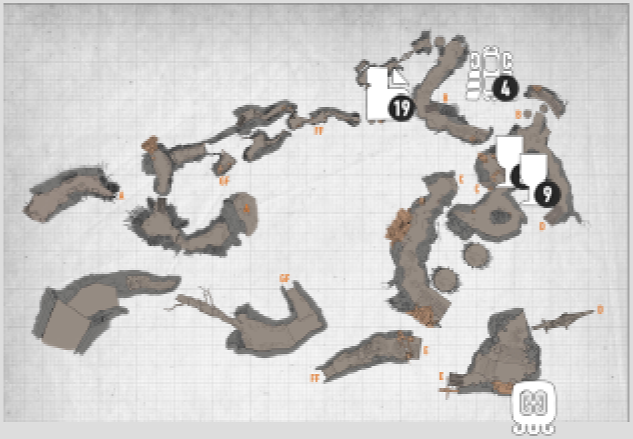
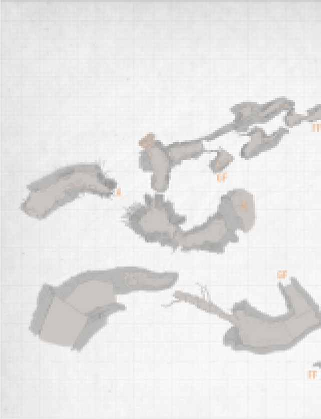
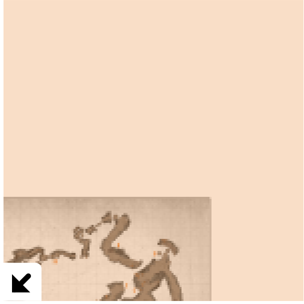
Mural [04]

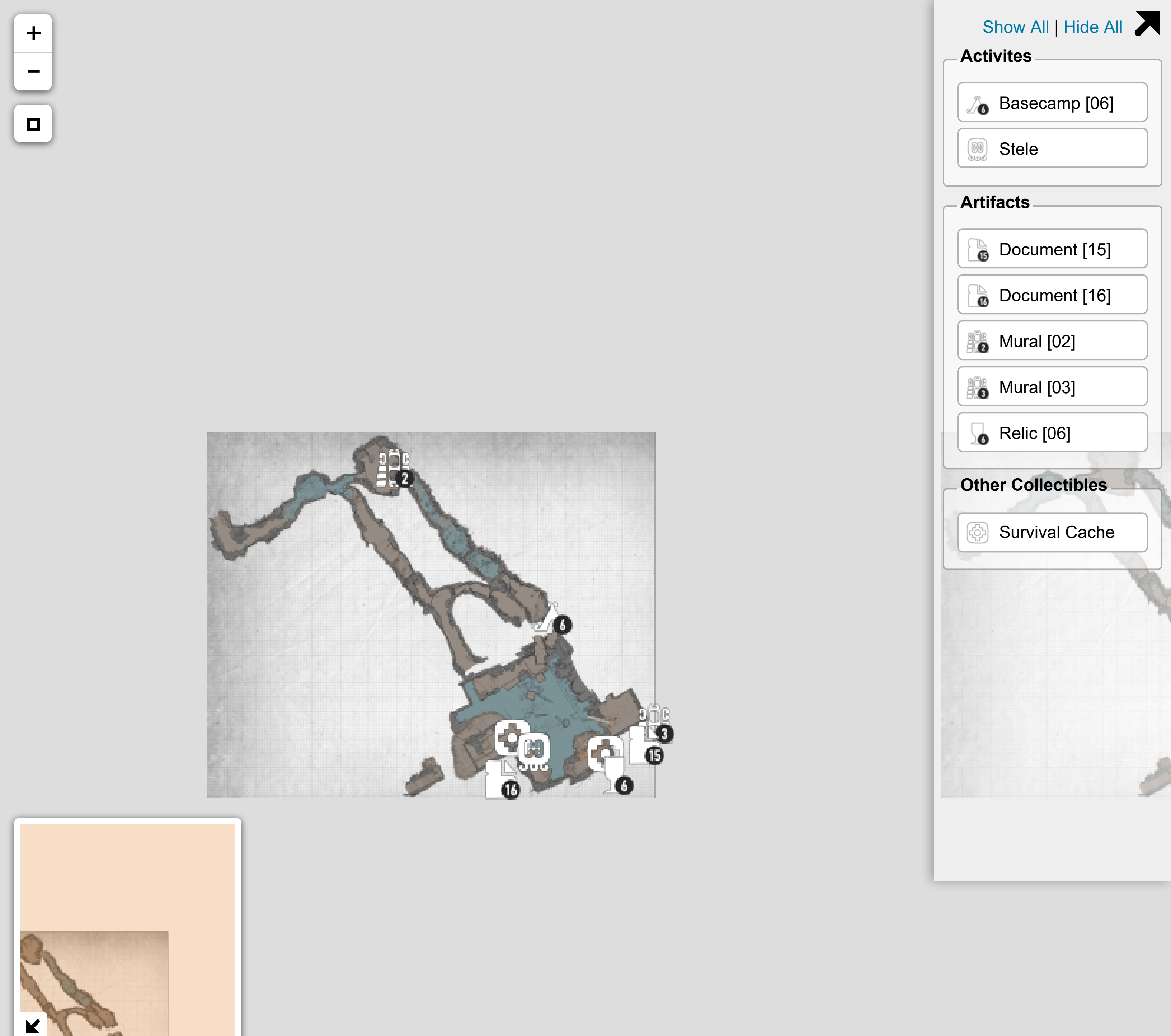
Relic [08]

Relic [09]





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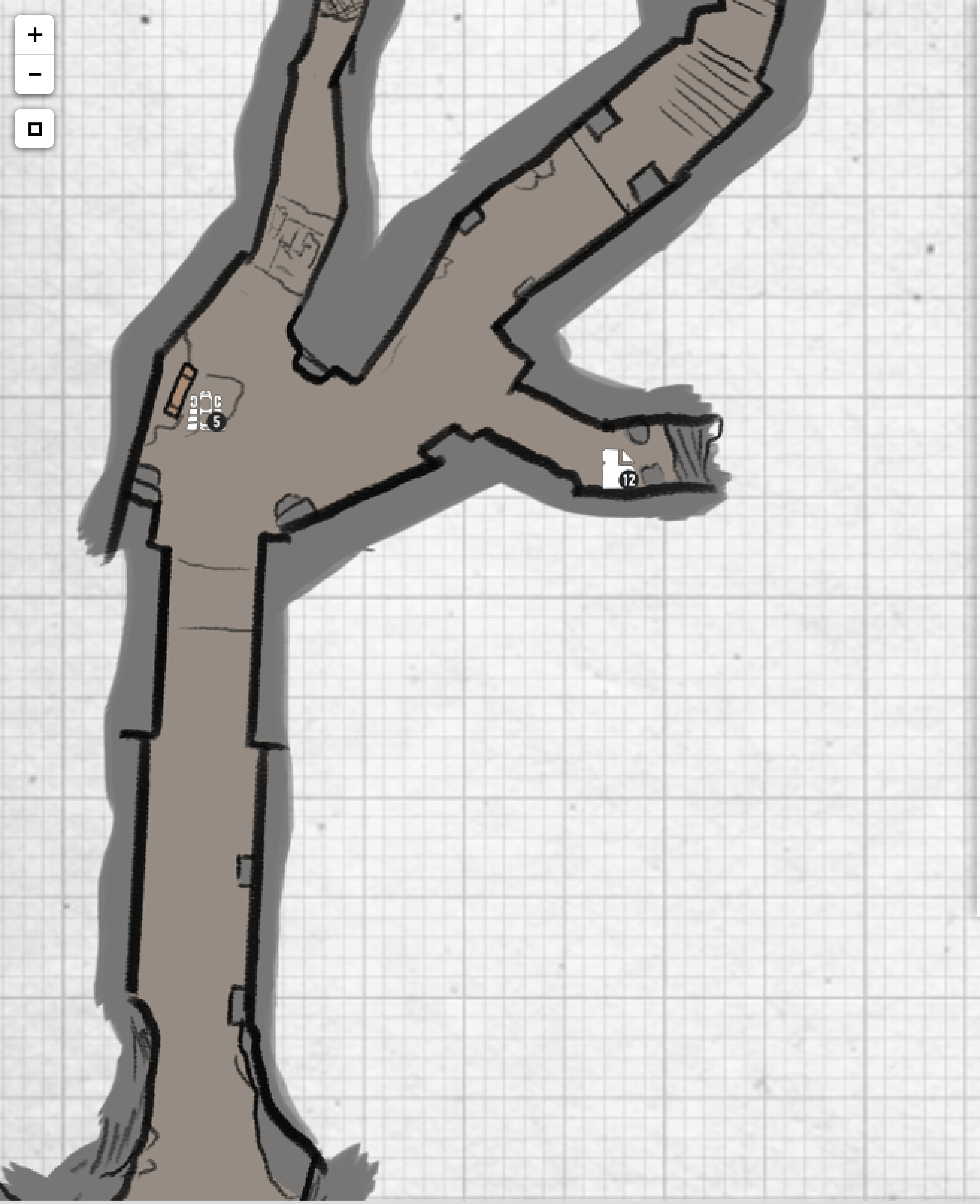

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Activites

- Sarcophagus

Artifacts

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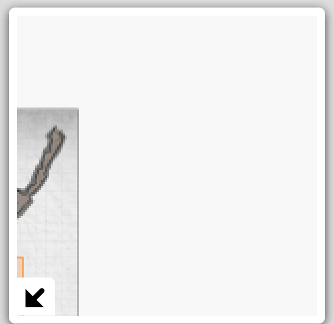
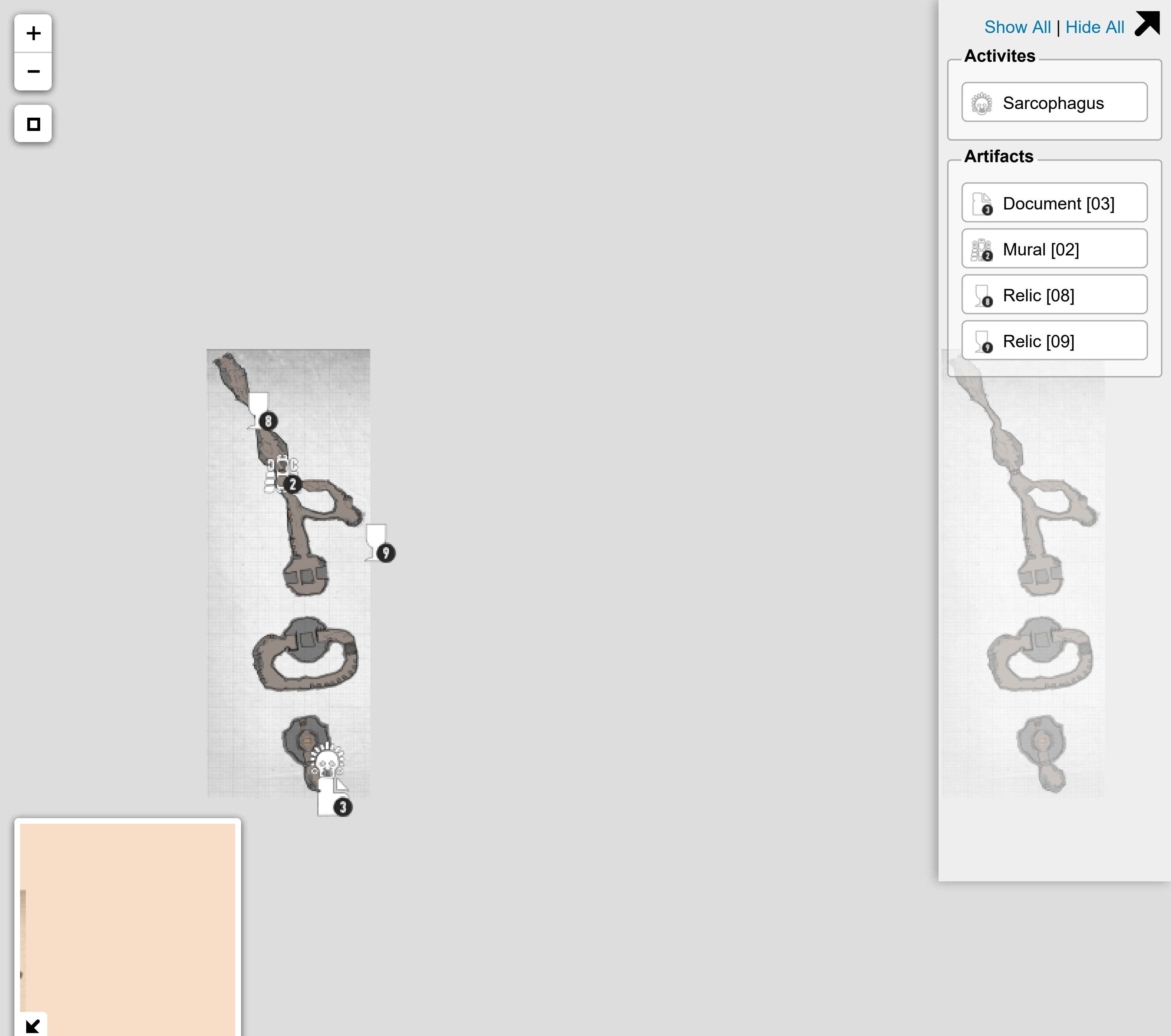
- Mural [05]

Other Collectibles

- Archivist Map

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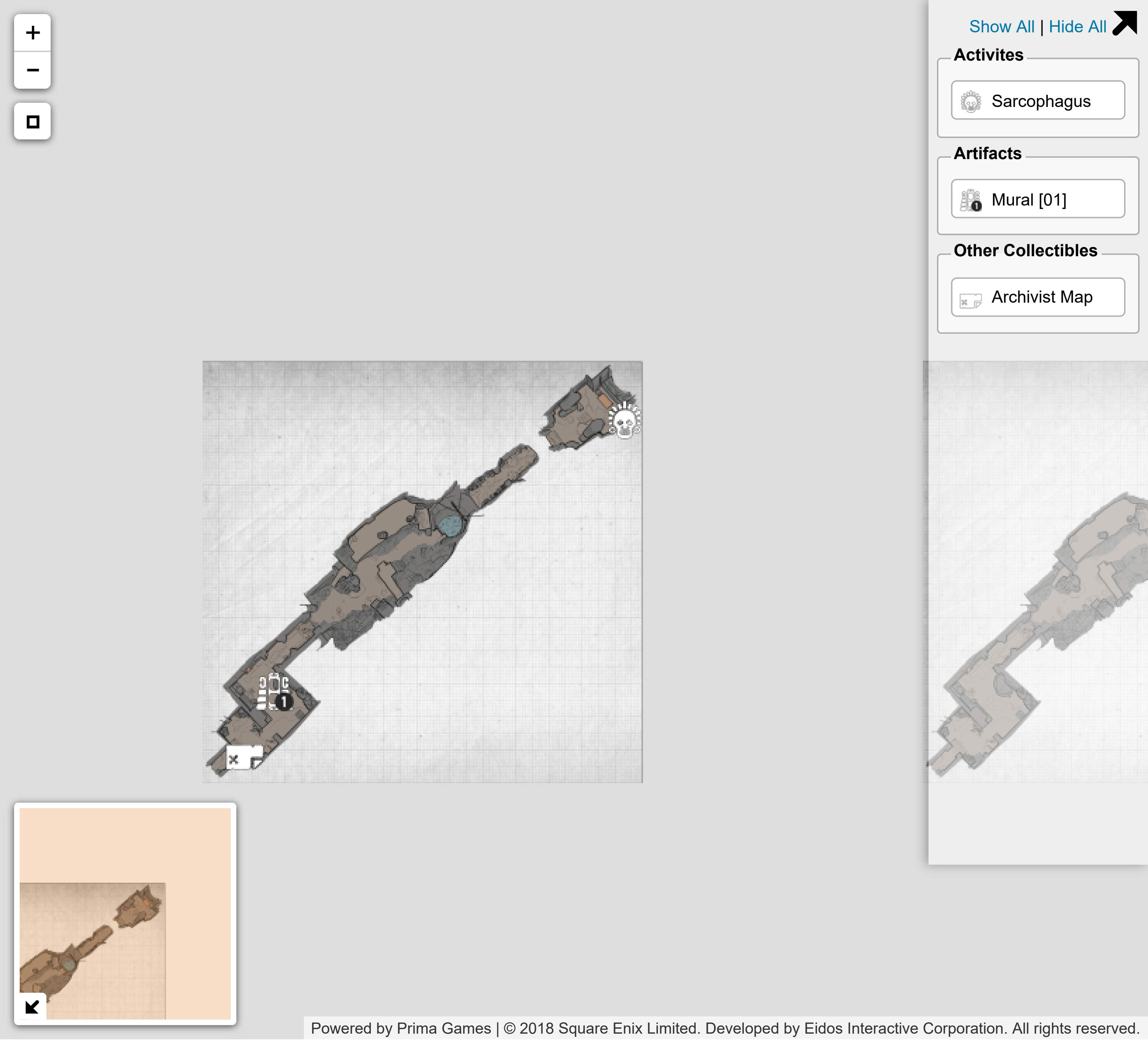

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Activites

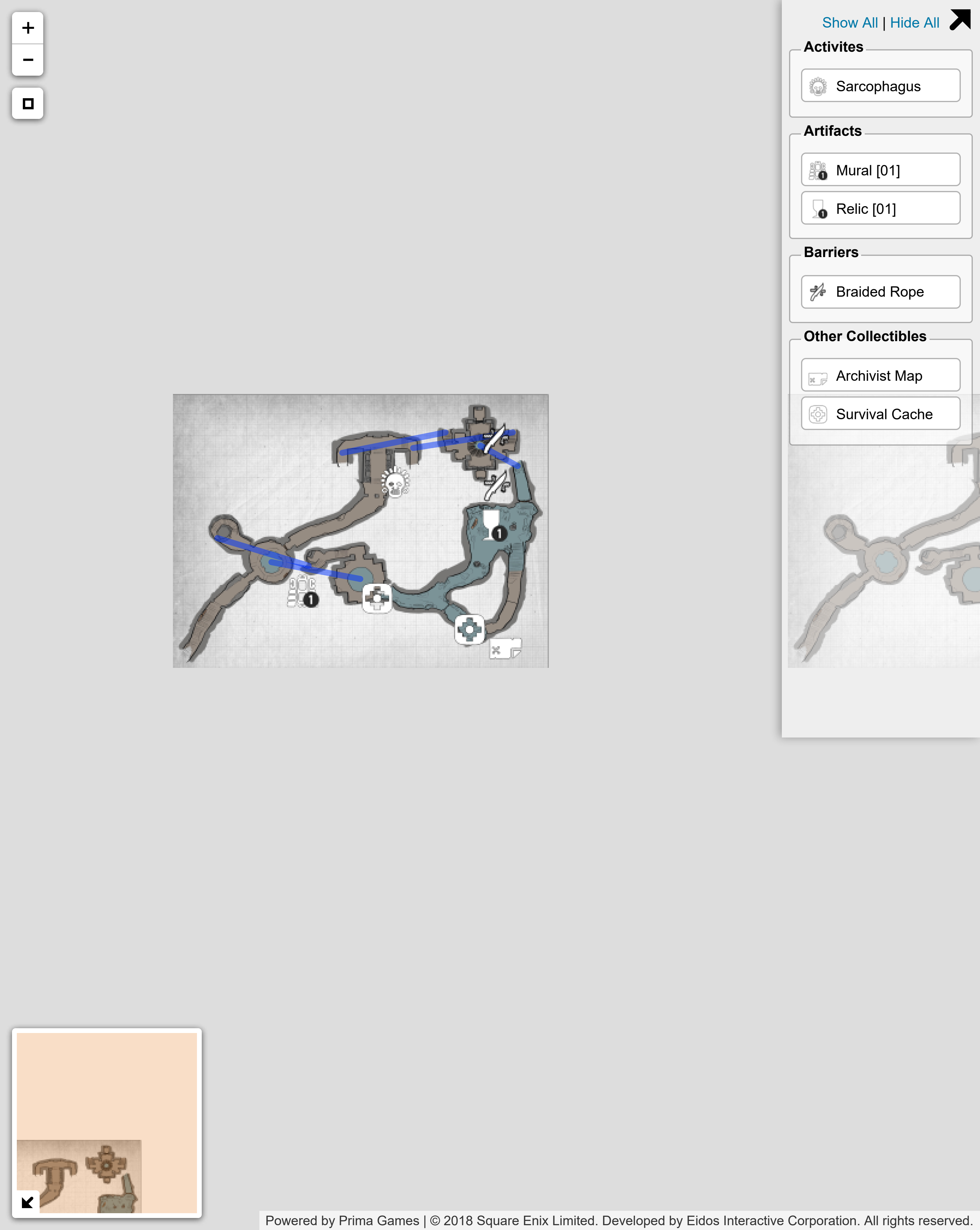
Sarcophagus

Artifacts

Mural [01]

Other Collectibles

Archivist Map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Activites

- Sarcophagus

Artifacts

- Document [27]
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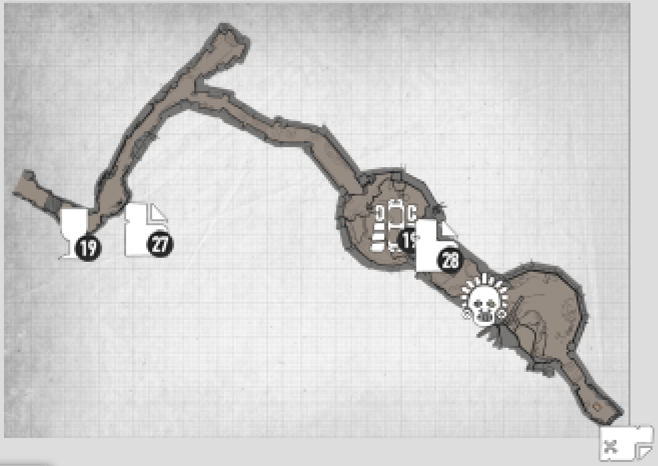
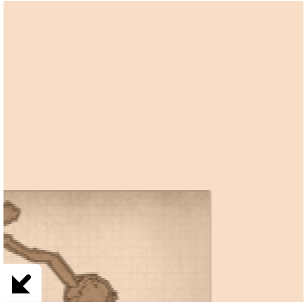
- Mural [19]
- Relic [19]

Other Collectibles

- Archivist Map





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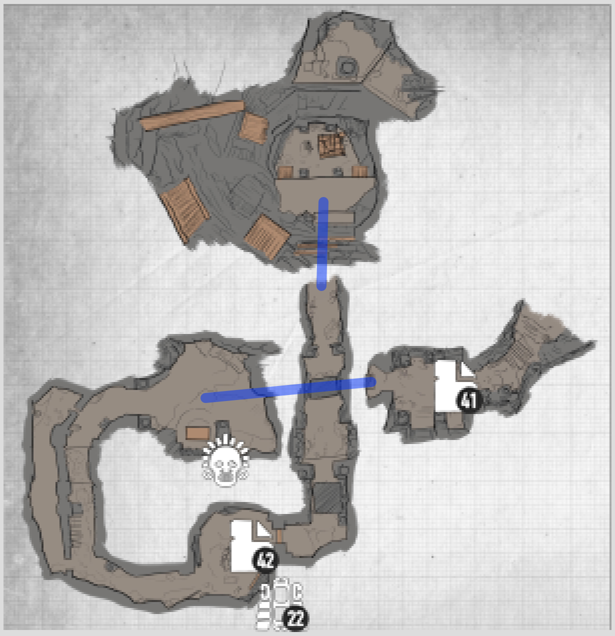

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Activites

Sarcophagus

Artifacts

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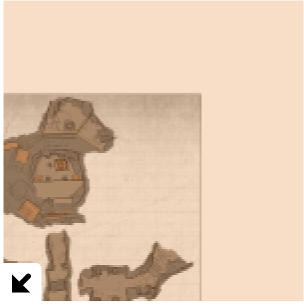

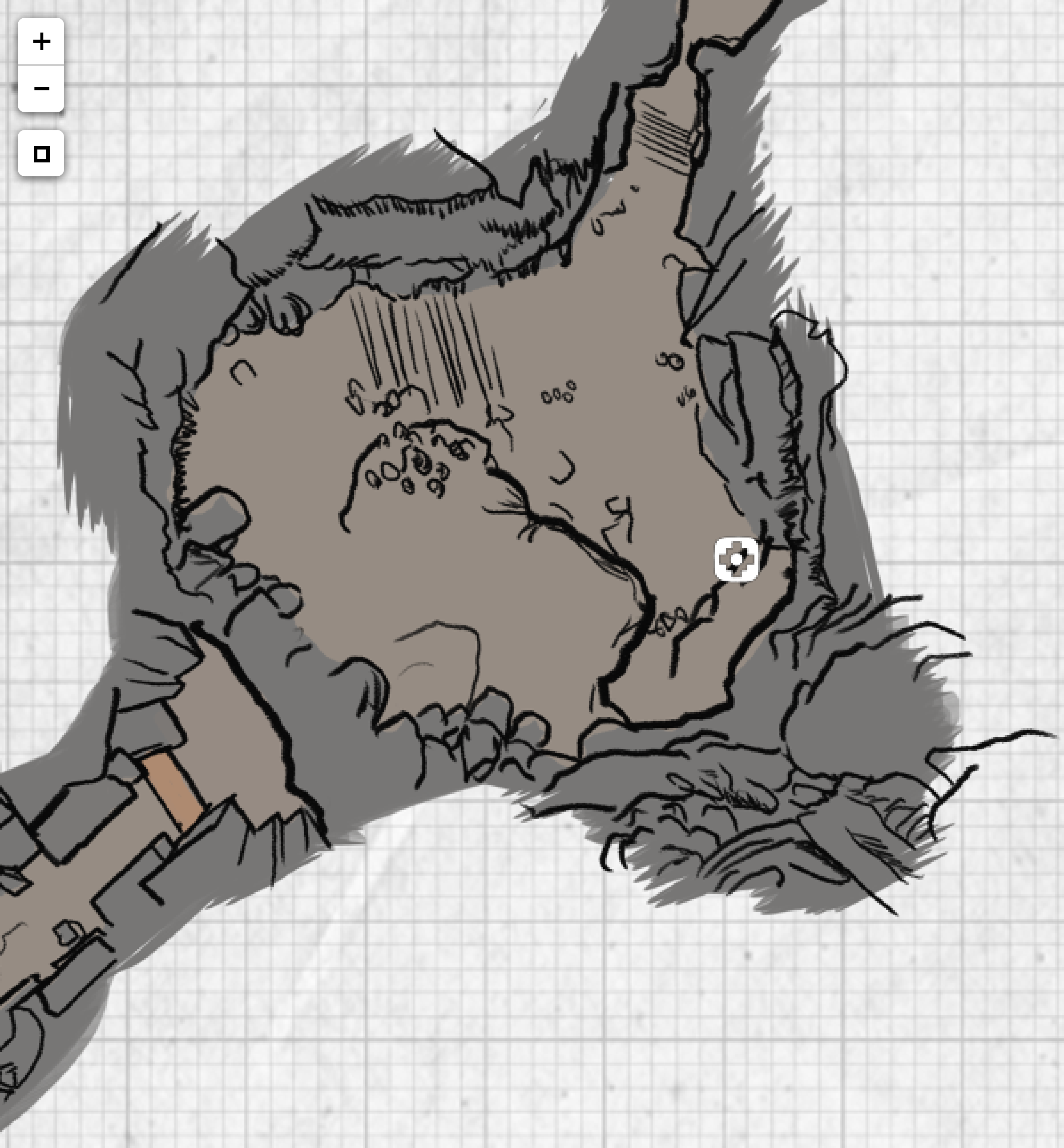

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Activites

Sarcophagus

Other Collectibles

Survival Cache